SEGA ISSUE 29 MAY 1994 £2.25 US$5.95

MEGATECH

MEGADRIVE AND MEGA-CD

Tomcat Alley

CD FMV from the top gunners at Sega

MASSIVE POSTER FREE INSIDE

VIRTUA RACING

The SVP stunner is finally here!

SHADOWRUN

RPGs move into the future with Sega's latest game

SUB TERRANIA

Could this be THE best shoot'em-up ever?

INSIDE: BARE KNUCKLE III ● MYSTERY MANSION ● RISE OF THE DRAGON ● MEGA TURRICAN
REVENGE OF THE NINJA ● GRIND STORMER ● THIRD WORLD WAR CD
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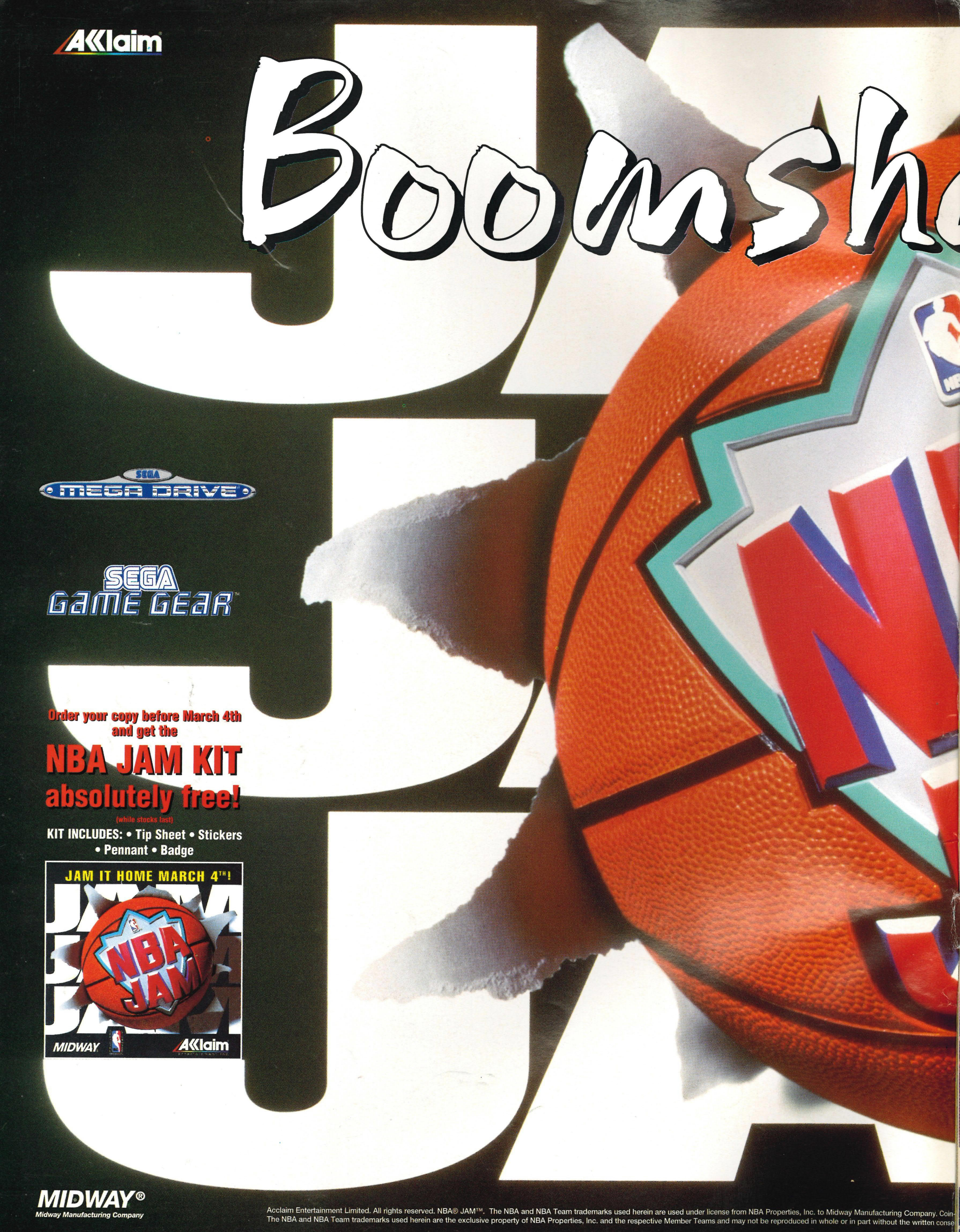
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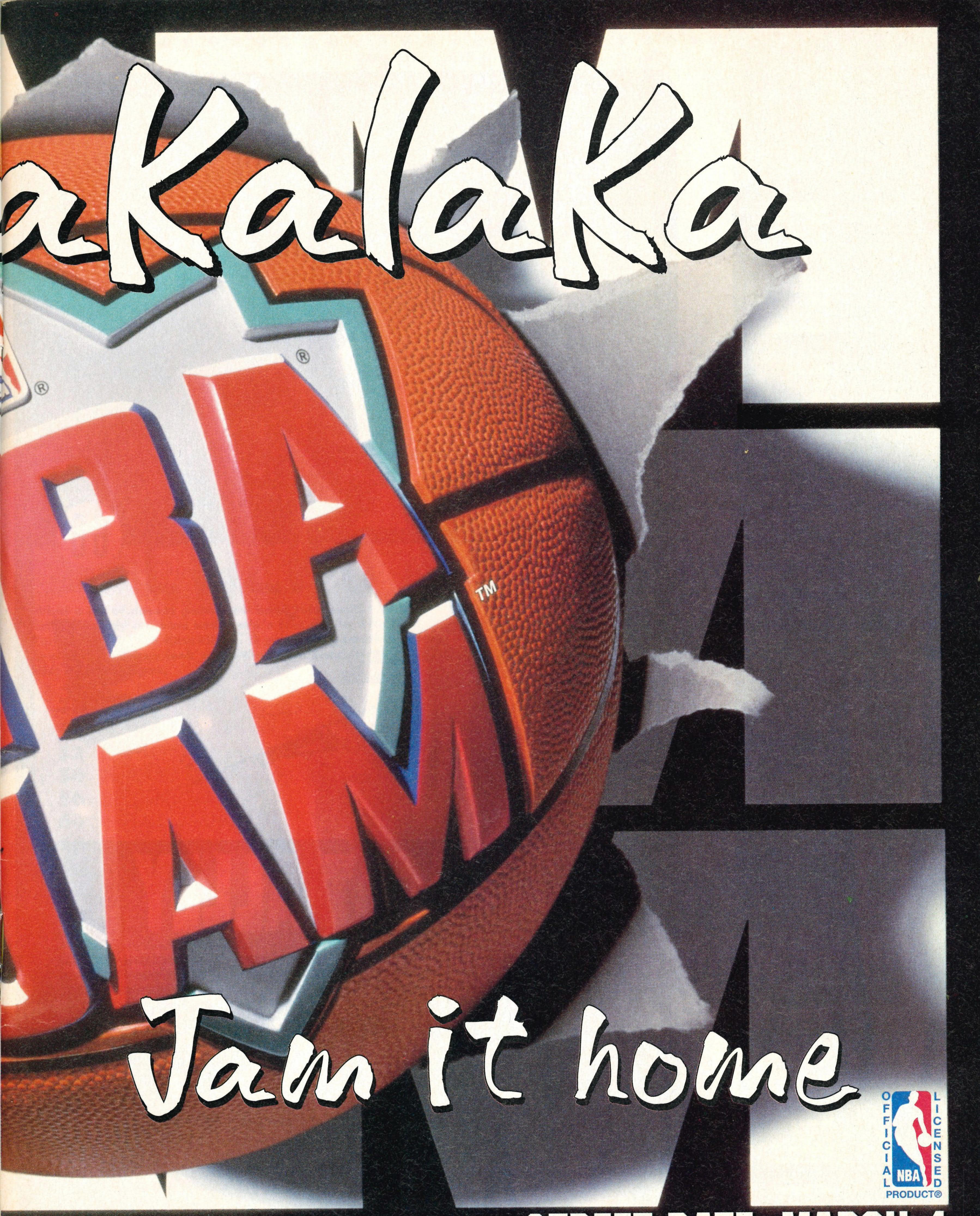
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ISSUE 29

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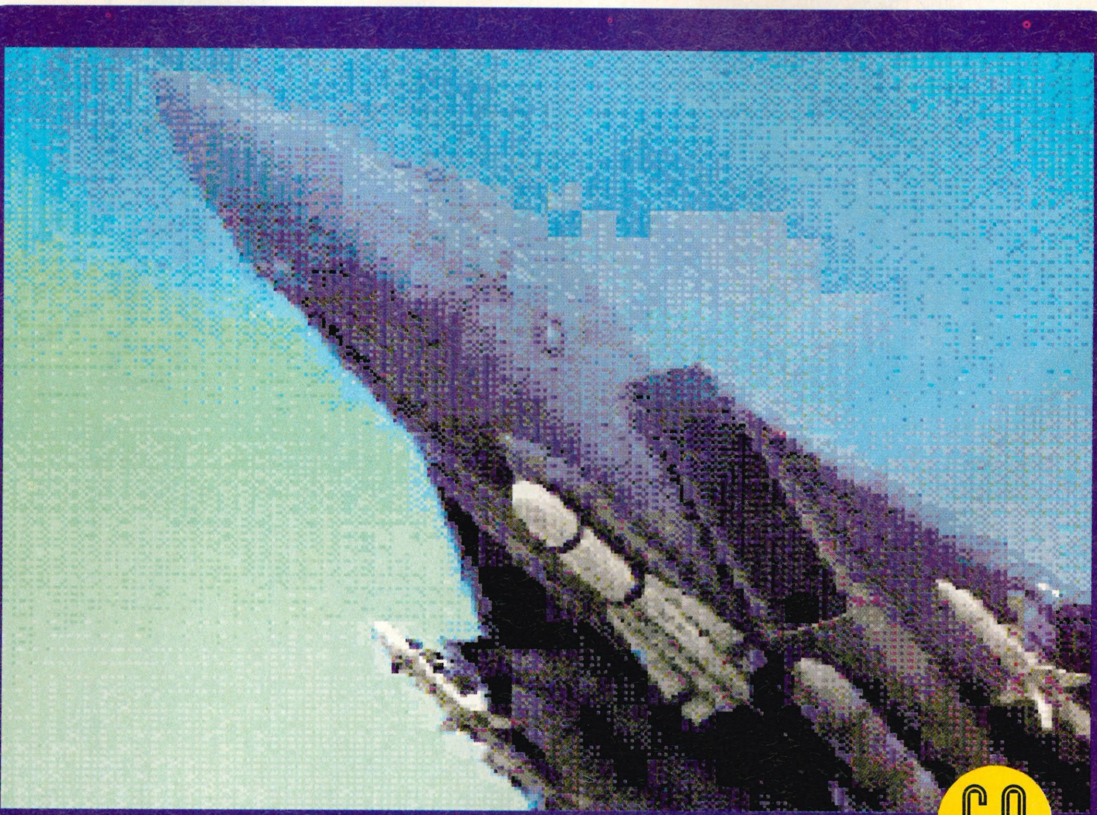

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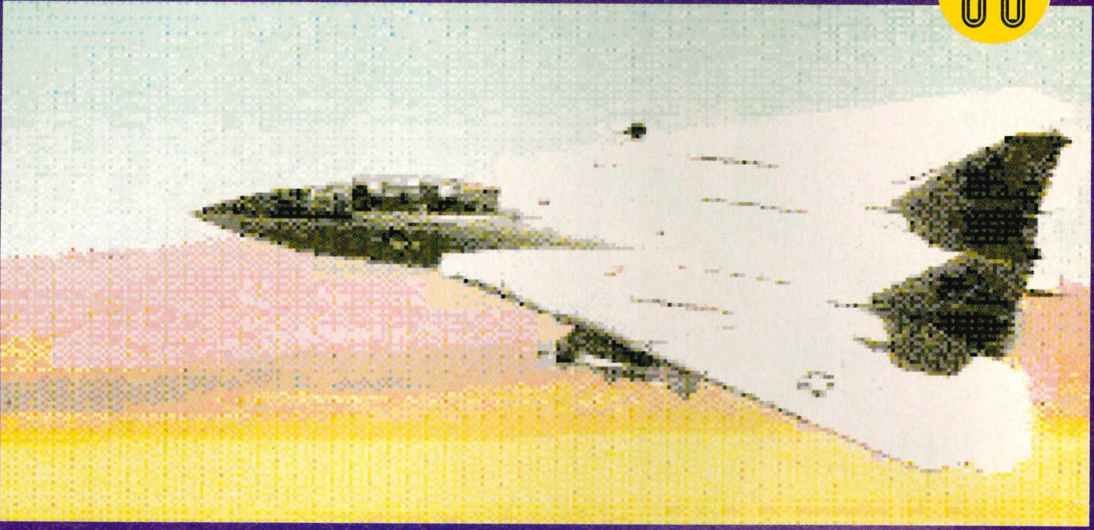
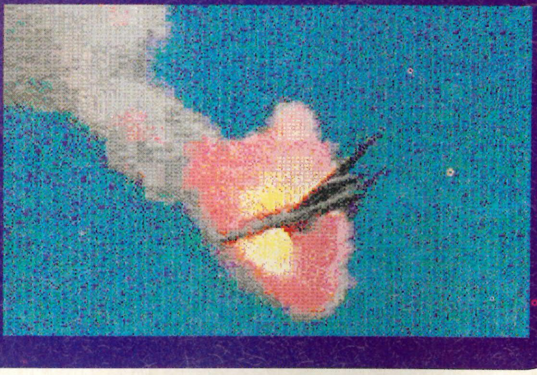


TOMCAT ALLEY

We've all heard quite a lot about this game, which is supposedly the title that will finally give the Mega-CD the boost it has been waiting for. With full-screen FMV and interactive gameplay, Tomcat Alley puts you in the hot seat. Top Gun fans will thrill to fast and furious action that really takes your breath away.



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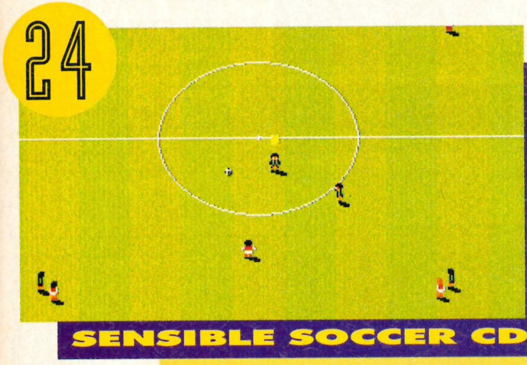

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SPEED RACER

REVIEWS

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BARE KNUCKLE

MEGATECH

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MW MEGAWORLD

MEGATECH INTERNATIONAL NEWS NETWORK

- FLASHBACK CD
- ECCO 2
- SHINING FORCE 2
- URBAN STRIKE
- LEMMINGS 2
- REBEL ASSAULT
- JURASSIC PARK 2
- ROCKET KNIGHT 2
- TINY TOONS SPORTS
- STREETS OF RAGE III
- MEGA-32
- SEGA ZONE

Yet again we bring you news of the new 32-bit Mega Drive add-on, now officially (and imaginatively) named Mega Drive 32. It seems that Sega was in danger of running out of planets for its new machine names and decided to opt for something far more sensible and boring instead. Still, it sounds extremely exciting and is guaranteed to make sure that the Mega Drive stays at the top of the console heap...

INVASION FROM MARS-IT'S OFFI

The big news at the moment is the advent of a powerful new 32-bit add-on for the Mega Drive which will increase the power of the Mega Drive dramatically. It will apparently give the machine "faster processing speed, high colour definition (with over 250 colours available), computer-generated polygon technology, an ever changing 3D perspective, filmed video footage and CD quality audio that until now have only been available on arcade machines and the most advanced home systems on the market".

Rumours have been circulating about this impressive peripheral for some time, under the machine's working title of MARS. It has now been officially revealed by Sega UK that the add-on WILL be released here in the UK by the end of 1994 at a retail price of £149. The machine has undergone numerous name changes since the rumours first started, but Sega has finally settled on the somewhat bland official title of MEGA-32.

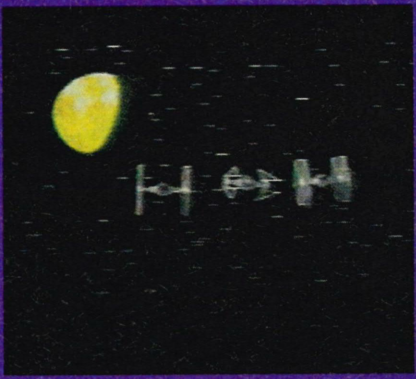
The MEGA-32 will be completely compatible with standard cartridges and CDs, but there will be a number of specifically designed games for the unit being released by Sega and third-party licensees. The games will make use of the technological advancements that the add-on has to offer and due to this, state-of-the-art games like Virtua Fighters will almost definitely find their way into the home.

There is also news of a completely new standalone Mega Drive looming on the horizon. It is currently unnamed but should receive an official release during the first part of 1995 with a retail price somewhere between £175-£200. The machine will have all the MEGA-32 technology built in and will be compatible with standard cartridges and the Mega-CD unit. Once these two new pieces of hardware are on the market the way should be paved for the Saturn, the release date of which seems to be slipping further and further away every day. Some critics of the dogged wonder-unit are not convinced that the machine will ever see a release. We shall see...

The advent of new Sega hardware
Virtua Fighters closer to home thar

REBEL ASSAULT UNDER NEW LEADERSHIP

The long-awaited Star Wars CD title Rebel Assault could be even further off in the distance now that a UK distributor for the game hangs in the balance. In the States JVC is to handle the game's launch but it is uncertain whether Sega UK or a third-party licensee will handle the game's distribution here. Although Sega is not ready to confirm whether it will release the game itself there has been talk of a major third-party publisher currently vying for the rights to distribute the title. Unfortunately, as deals are being passed backwards and forwards across numerous boardroom tables we are not able to say which publisher could end up with the game. Due to all the cuffuffle however, the predicted summer launch of Rebel Assault now looks highly unlikely. More details when we have them.



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could bring
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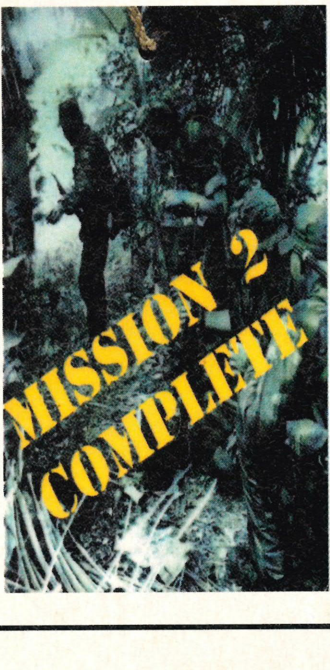
STRIKE ONE, STRIKE TWO, STRIKE THREE...

Electronic Arts is about to get a massive marketing campaign under way for its next instalment in the Desert Strike trilogy. Urban Strike is to be the follow-up to the highly, nay immensely successful Desert Strike and Jungle Strike games which together have already amassed an amazing sales figure of over 500,000 units. Currently being developed by the same team responsible for the other two titles, Urban Strike is scheduled for a November release on the Mega Drive, Game Gear and SNES formats. Details on the game's content are sketchy at present, but going on the track record of the other Strike games, it seems highly unlikely that we will have a duffer on our hands.



MEGAWORLD CHARTS

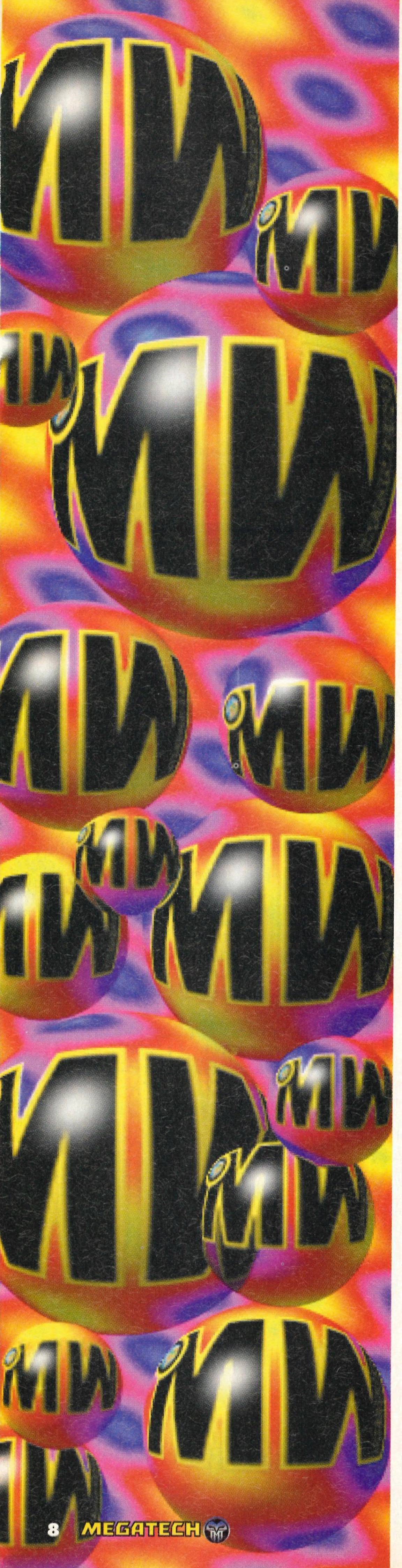
For chart information we have switched our attentions to the giant chain of GAME stores who specialise not only in computer software but RPGs and board-games as well.

MEGA DRIVE

POS	NAME	COMPANY
1	FIFA SOCCER	EA
2	PGA TOUR GOLF	EA
3	SONIC 3	SEGA
4	NBA JAM	ACCLAIM
5	MORTAL KOMBAT	ACCLAIM
6	SKITCHIN'	EA
7	CASTLEVANIA	KONAMI
8	MICRO MACHINES	CODEMASTERS
9	ALADDIN	VIRGIN
10	JUNGLE STRIKE	EA

MEGA-CD

POS	NAME	COMPANY
1	RAGE IN THE CAGE	ACCLAIM
2	GROUND ZERO	SONY
3	NHL '94	EA
4	THUNDERHAWK	CORE
5	NIGHT TRAP	SEGA



SEGA'S NEW LINE-UP

Sega has recently announced its new wave of titles to be released throughout the remainder of 1994. Most noteworthy is the development of Ecco 2, Shining Force 2 and Taz-Mania 2, all of which are scheduled to be released in the autumn. Sega's release schedule is looking packed with the launches of a couple of stunning adventures namely Soleil, Thor and Relayer (the latter of which is developed by Treasure who is known for its excellent Gunstar Heroes), as well as AX-101, Dynamite Heady and Alien Soldier. Sega is to preview these new titles at the forthcoming ECTS show in London so we will have more information next issue.

Look out for Ecco 2 later in the year from Sega

THAT'S ENTERTAINMENT!

A few years back people who played on computer games were regarded as geeks and anoraks, but lately the leisure industries have become so intertwined that it's hard to separate them from each other. To strengthen this opinion further (not that it needs much help), Sega UK has teamed up with Queens Ice-Skating in London's Queensway to bring us a leisure facility boasting a Sega arcade which will have theme areas, an ice-rink and a 10-pin bowling alley for the ultimate night out.

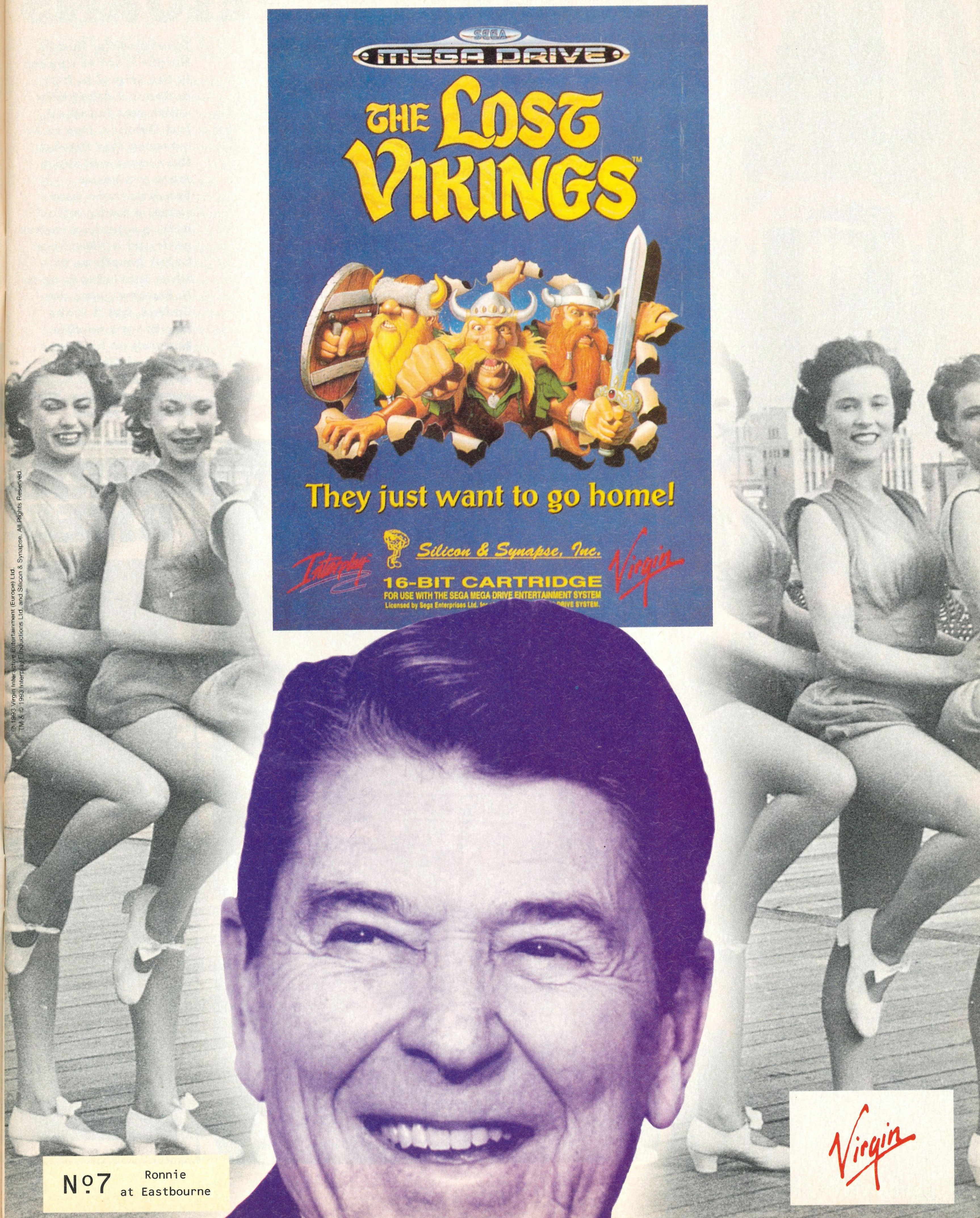
Commenting on this development, George Kieffer of Sega says, "The inclusion of ice, bowling, simulators, sports and video games makes this a truly multi-product leisure and entertainment venue". This new leisure complex will be in addition to the already established Trocadero arcade in Piccadilly where many of the latest machines emerge first, and Sega's new centre in Bournemouth which was unveiled last year. Sega's new Daytona arcade machine gets its official launch at Queensway's Sega Zone this April, so why not pay a visit?

TINY TOONS TAKE TO THE SPORTS FIELD

Following in the footsteps of Konami's highly successful Tiny Toons platformer comes Tiny Toon Adventures Sports, in which the pint-sized crew strap on their Nikes and get physical! The game is based around a loony version of soccer and basketball, but will also feature a whole host of bizarre sub-games ranging from obstacle courses to bowling.

Each character has their own attributes allowing them to perform some wild and wacky manoeuvres on the court or pitch, for example Buster Bunny can slam-dunk the basketball using his ears, while Plucky can drop 16-ton weights on his opponents to stun them (although I think it would do more than that!). Tiny Toon Sports is only an 8-meg cart but features eight different backgrounds, 16 Tiny Toons and artificial intelligence. It sounds like it will be every bit as wacky as the original platformer, but unfortunately you won't be able to get your hands on the game until October.

The Sega Zone in Bournemouth offers the latest in entertainment under one roof and now Queensway tries to go one step ahead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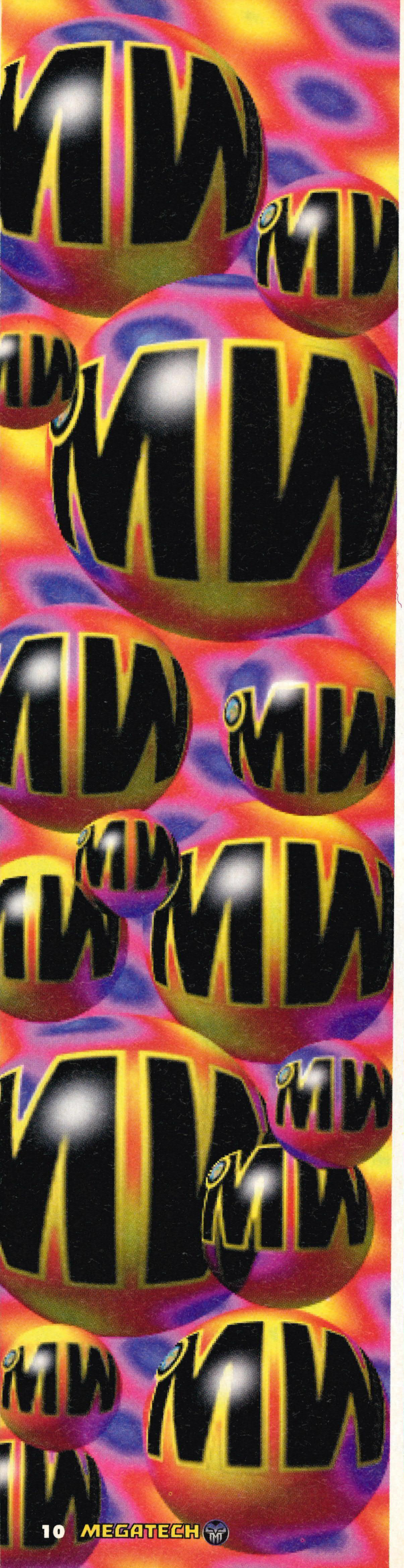
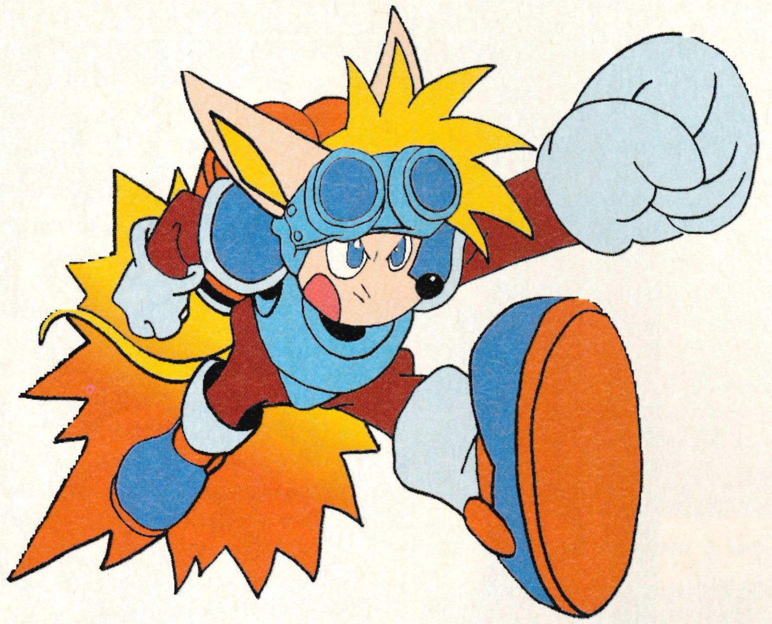


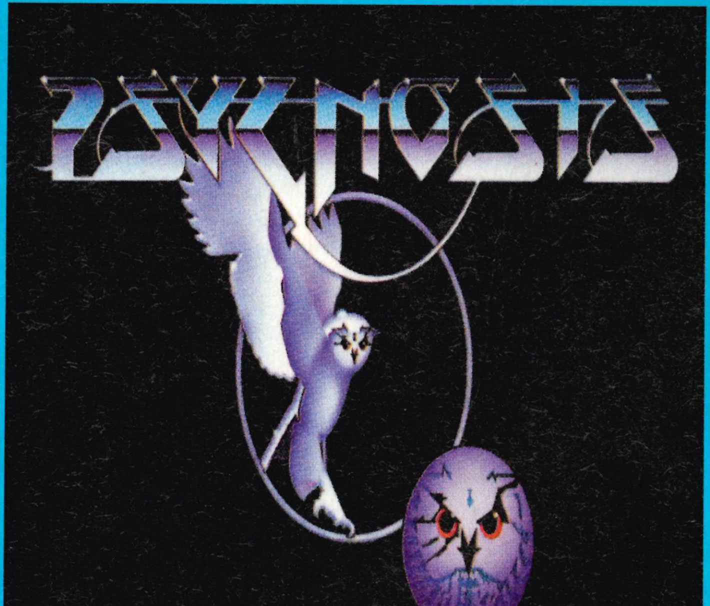
SPARKSTER RETURNS



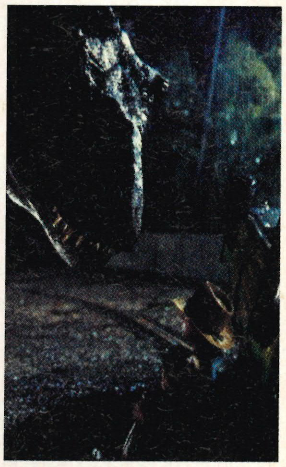
Sparkster the Rocket Knight is set to appear in the sequel to his acclaimed debut title which was launched last October. Due to be released this October, the sequel will see a more grown-up Sparkster who now sports a funky tuft of hair, a suped-up rocket pack and a little beer belly! Details as to what Sparkster is up to in his new game are limited, but it looks like there's trouble brewing on his home planet of Elhorn and only the Rocket Knights can save the day. We'll keep you posted.

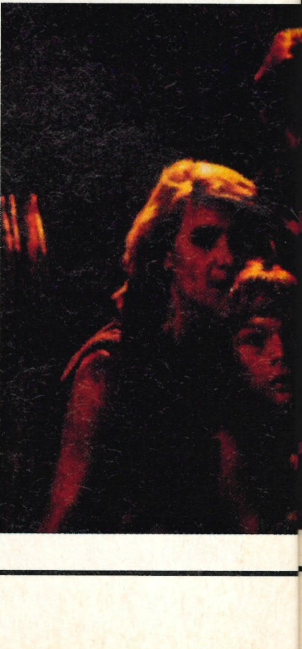
PSYGNOSIS GETS BUSY

It is already widely known that Psygnosis is committed to supporting the Mega Drive and has done so remarkably well up to now. Despite critics casting doubts about the future of the machine, Psygnosis is set to unveil a host of new titles for Sega's black box. Lemmings 2 is on the way, plus it has just been announced that programming team Vivid Image is to develop a sequel to First Samurai (cunningly titled Second Samurai), while Digital Illusions is working on Benefactor and Hardcore, and Interactive Design is doing a game with the curious title of Flink. Little is known about these new titles at present, but Psygnosis is holding a press day in the next couple of weeks where it will display these new titles in more depth. We will hopefully have screen shots and more news next month.



JURAS
BITES





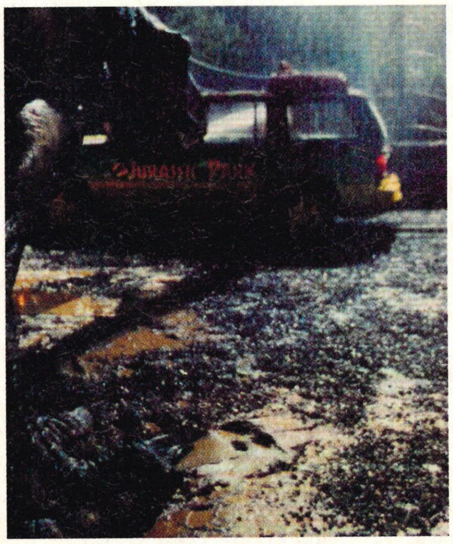
DOING YOUR HOMEWORK HAS NEVER BEEN SO MUCH FUN

If you are a keen gamesplayer and are hoping to get employment in the games industry, your ambition may not be so far-fetched thanks to a new degree course being set up by Middlesex University. The course in Design and Production of Interactive Games teaches students all manner of computer-related stuff from software engineering, graphics and design to music and audio. A one-year Master of Arts (MA) degree is due to start this September and a three-year Bachelor of Arts (BA) degree will start in '95.

A number of software companies are supporting this initiative, one of which is Domark whose Development Manager Russell Ferrier has been a driving force in the emergence of these courses. He says of the courses: "The games industry was in danger of becoming stale and tired and the only solution is to seek out new blood and bring it in. Setting up a degree course will provide this new industry with educated design-trained graduates who will be able to bring fresh creative thinking to the whole area of consumer software".

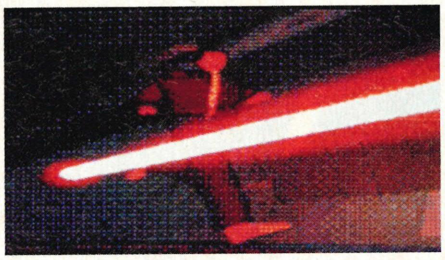
SIC PARK
BACK

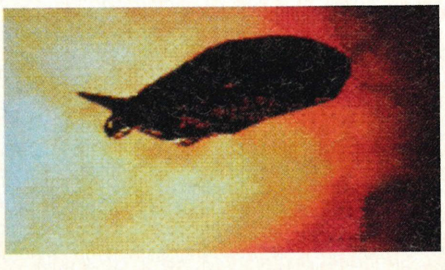
Sony, the new boy in the computer games industry, has recently clinched a massive distribution deal with software giant Ocean. Without going in to the mechanics of the deal, this basically means that future Ocean games could very well find their way onto the Mega Drive through Sony, for example the latest batch of games such as Addams Family Values and the newly-signed Jurassic Park 2 licence could very well emerge on the Mega Drive under the Sony banner. Details are limited at the moment but one thing we can be certain of is Sony's acquisition of the forthcoming Flintstones movie licence which stars John Goodman and Rick Moranis. More news when we have it.

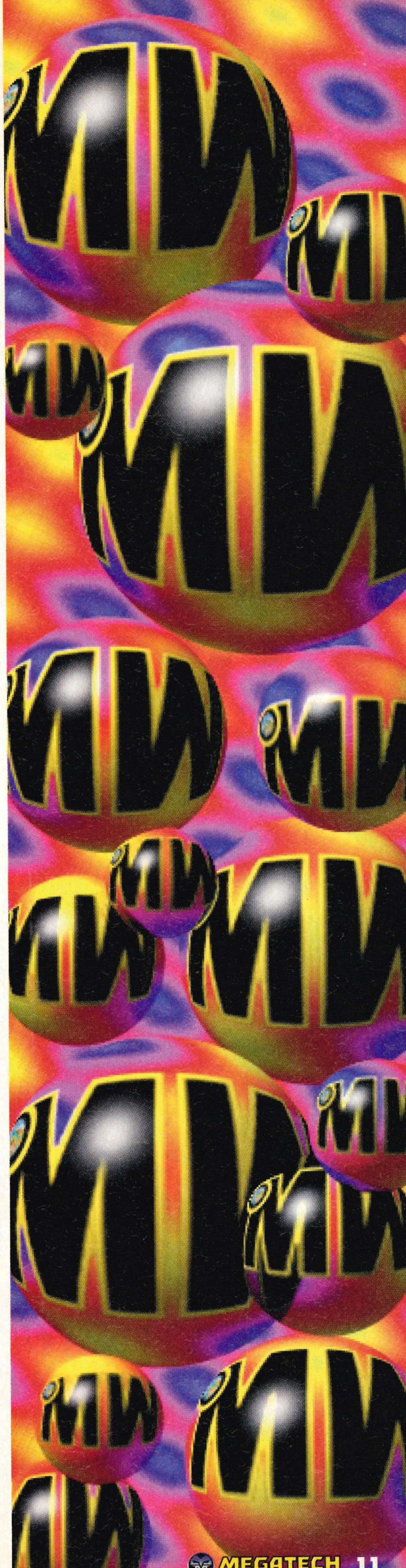


A FUTURE FOR FLASHBACK?

The future of Delphine's Flashback CD game hangs in the balance as distributor Sony questions whether or not to release the game at all. Sony is worried that another Delphine CD game Another World II: Heart Of The Alien, currently being marketed by Virgin, is to be released too close to its own game. Sony is a little reluctant to offer any firm comment on whether we will see the game, but if it gets tossed on to the scrap heap it will be a great shame.





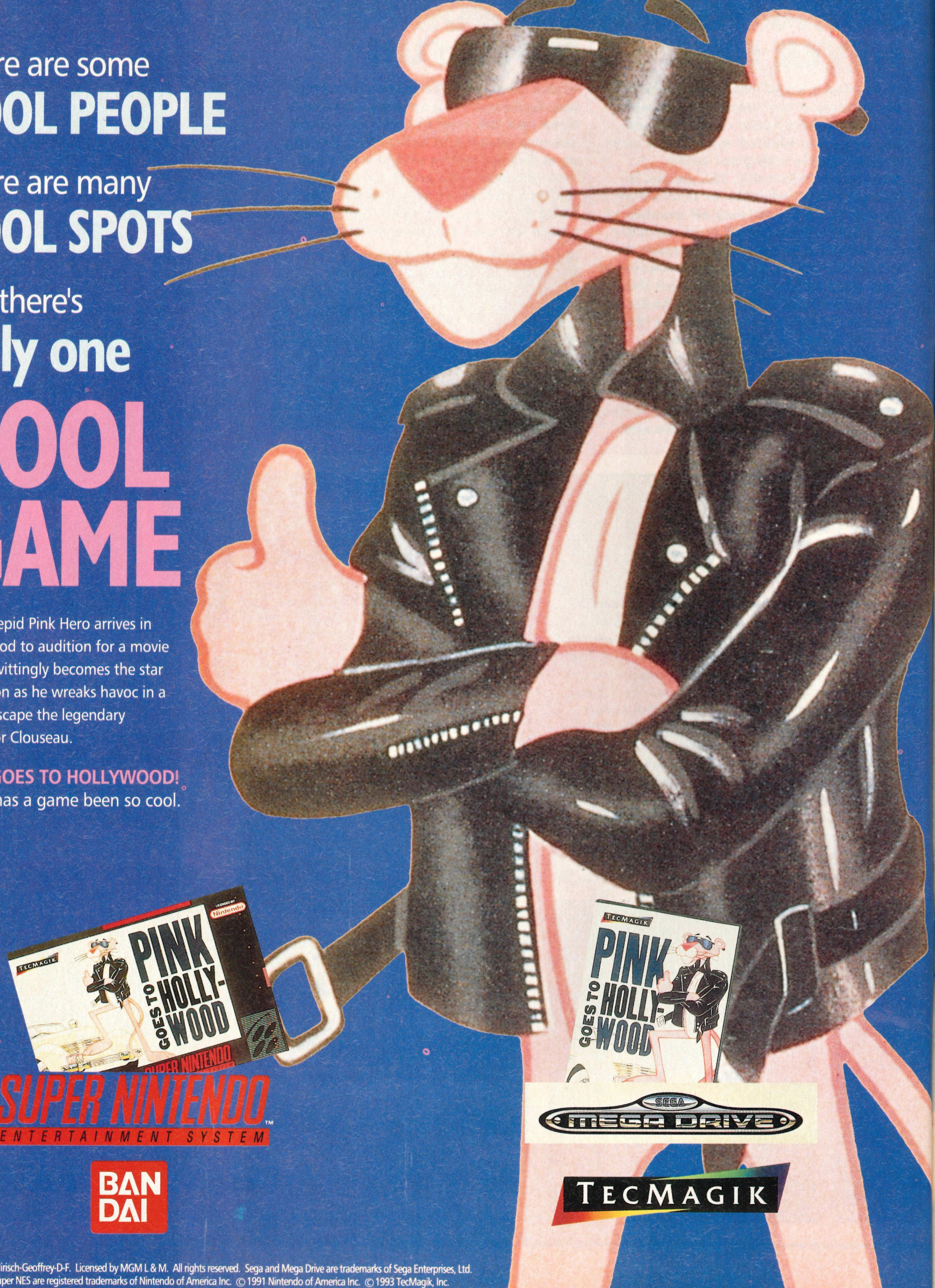


There are some
COOL PEOPLE

There are many
COOL SPOTS

But there's
only one

COOL GAME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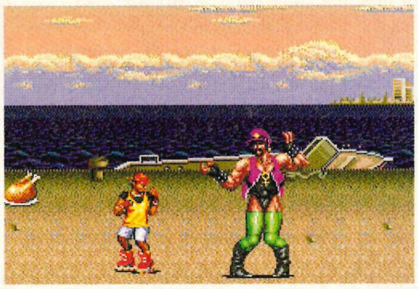
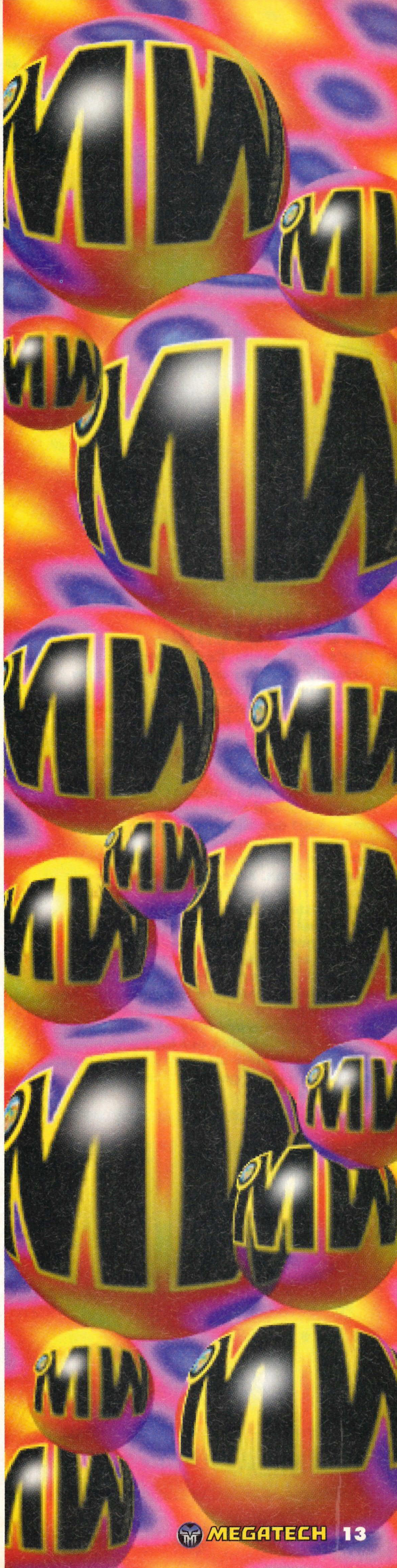
STREETS OF RAGE III TO BE CHANGED

You'll no doubt have noticed that we have reviewed an import version of Streets Of Rage III this issue, going under the title of Bare Knuckle III. We have since been informed by Sega UK that the official version of SOF III to be released this April will be slightly different to the import version. Apparently the gameplay has been made more challenging, while one of the characters has been removed so as not to offend a certain minority group and overall the game has been speeded up considerably.

When the game is released we will take these comments from Sega in to consideration and see if there are any significant changes to the game. We will let you know our verdict next issue.





MEGATECH RECOMMENDS

SHADOWRUN

What an absolutely smart RPG this is! Based on the text RPG of the same name, the Mega Drive game takes you on a dangerous and extremely complex adventure through a futuristic society governed by cybernetics, corporations and computers. The game is incredibly in-depth, the character interaction is spot-on and it has stuck very closely to the original game. According to our reviewer it's "Dead good – it got me hooked!".

MT RATING: 95%

VIRTUA RACING

Virtua is finally here after a long wait, but is proving to be worth every agonising minute! Superbly executed, this is a spot-on conversion of the arcade game right down to the speed of the thing and the features included. The graphics are clean while the polygons get manipulated across the screen at a phenomenal rate. Fantastic but a bit pricey.

MT RATING: 93%

CHAOS ENGINE

Another conversion, this time of a fantastic Amiga game by the Bitmap Brothers which was released a couple of years back. This is an ingenious shoot'em-up for one or two people, but regardless of whether there's one or two of you playing there are always two characters fighting side by side in the game! Confused? We are! Great fun, superb graphics and fast-paced gameplay, but the levels can get a little repetitive.

MT RATING: 91%

SUB TERRANIA

Remember Oids on the ST and Thrust on the Commodore 64? If you do, then Sub Terrania will be no stranger to you avid (and somewhat ancient!) gamesters. With fantastic graphics and rock 'ard gameplay, Sub Terrania is a superb tactical shoot'em-up that will keep you amused for hours – if not due to the gameplay, then certainly due to the control system which will take ages to master! One of the best games of this ilk to be seen in a very, very long while.

MT RATING: 90%

POWERMONGER CD

Excellent CD version of Electronic Arts' cart-based game originally seen on the Mega Drive well over a year ago. Although the CD version fails to offer anything new to Powermonger fans, if you haven't got a copy of this game on cart and are looking for a God-sim for your Mega-CD, then this is the one to choose. Good graphics, fluid controls and in-depth gameplay.

MT RATING: 88%

STINKERS OF THE MONTH

Tom & Jerry – 42%
Goofy's Hysterical History Tour – 34%
Chester Cheetah – 21%
High Seas Havoc – 38%

MEGATECH

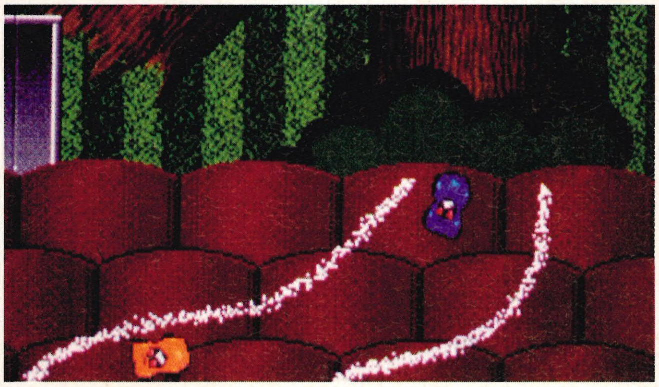
SPYCAM • UPDATE

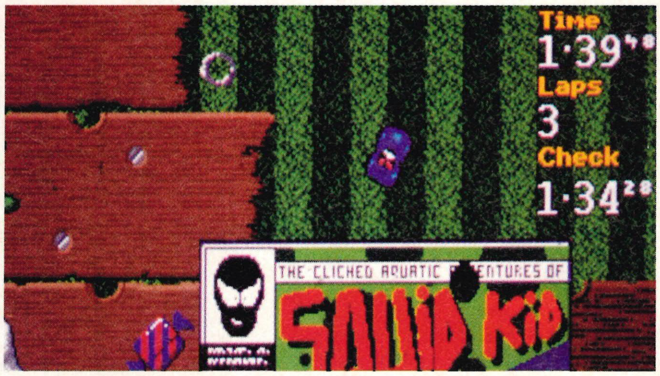
The spring months are always a bit quiet and it's sometimes a little tricky to get our hands on screen shots for forthcoming games, but would we ever let you down? Of course not...

MICRO MACHINES 2: CODEMASTERS

That's right peeps, Codemasters is currently working on a follow up to its highly successful racer Micro Machines. MM2 is in early stages at the moment with a release date set for late 1994, but we managed to get a couple of screen shots to prove that it is on its way and that we're not just making it up!

Like Pete Sampras Tennis, Micro Machines 2 will make use of Codemasters' new J-Cart enabling up to four players to compete simultaneously as opposed to the standard two-player option found in the original game. Micro Machines was one of the best racing games of last year and Codemasters has kept the same format for the sequel in order to please all the fans, but the programmers have also included a number of extra features. Apparently there will be more vehicles, double the number of courses and the game has been dramatically speeded up for a real white knuckle experience! Players have also been warned to look out for new characters, power-ups and a champions' league when the game is finally released this November.



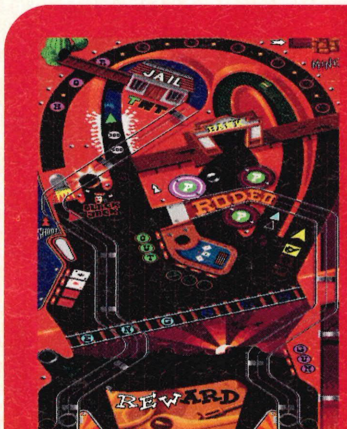


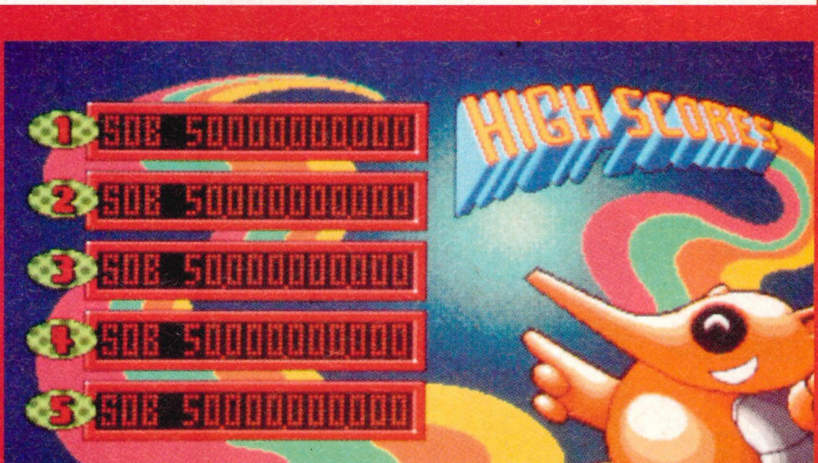
PSYCO PINBALL: CODEMASTERS

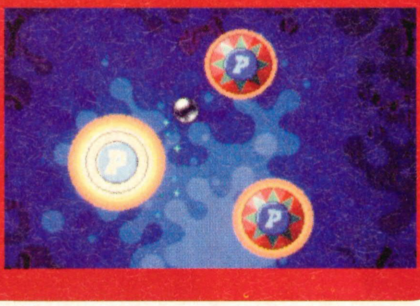
The bods at Codemasters have been being busy little bees of late, working on an impressive Mega Drive line-up for the summer and autumn months. Another game to be added to the ever-expanding list is Psycho Pinball which has undergone a number of changes since we last had a gander at it.

It may well be a pinball game but Codemasters has gone for a different approach with its effort in that the ball isn't a ball at all, it is in fact a silver-plated armadillo which, like Sonic in Sonic Spinball, gets catapulted around the table. There are five scrolling tables each with a different theme ranging from the Wild West to a futuristic moonbase, and all the tables are littered with an abundance of bumpers, tunnels and flippers. Also, there are numerous bonus tables to find throughout the main tables all of which are riddled with bizarre little features – more about that when we review the game.

Psycho Pinball is another of Codemasters games that feature a four-player option, the only difference this time is that it won't make use of the J-Cart – can you imagine trying to play four-way simultaneous pinball, I don't think so! Look out for this title towards the end of the summer.





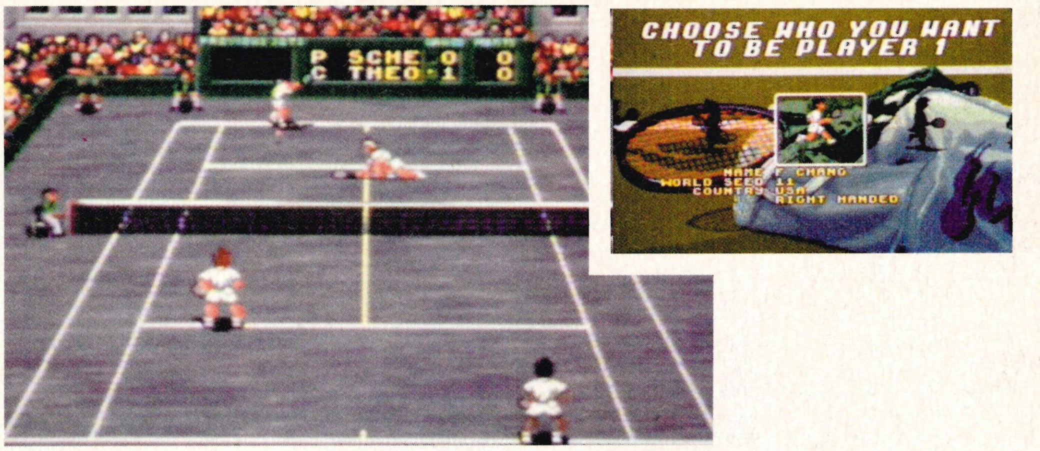


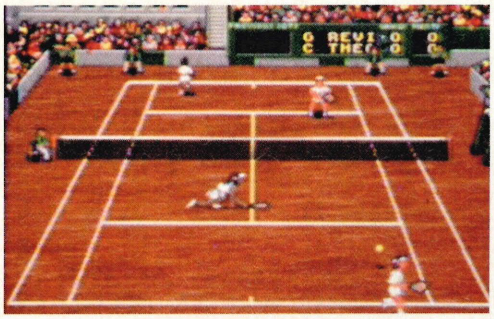
PETE SAMPRAS TENNIS: CODEMASTERS

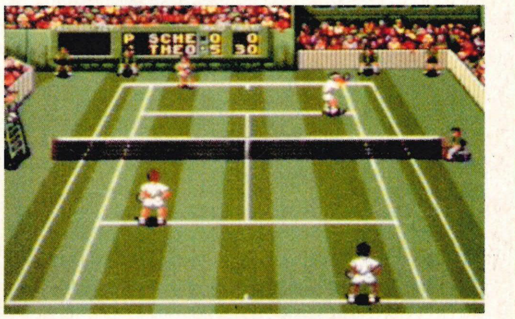
Recently we previewed a tennis game from Codemasters which was being marketed as Tennis All Stars. Since then Codemasters has signed a deal with tennis ace Pete Sampras and now the game is to be released with the licensed name of Pete Sampras Tennis instead. This deal has got everyone at Codemasters really excited because Sampras, the world's number one, was seen blazing his way to glory at Wimbledon last year by winning the coveted Men's title.

Sampras Tennis is a complete tennis simulation with over 30 male and female characters, a tournament match-play, various court surfaces, two-player mode and simultaneous four-player matches. It will be one of many games to utilise Codemasters' ingenious J-Cart which allows four players to compete simultaneously without the need of a four-way adapter. Also, there is a Crazy Tournament mode that offers a welcome change to the standard game of tennis by throwing wacky bonus icons like speed-ups and 'big balls' at you – there is even a cameo appearance from Codemasters' star player, Dizzy!

The game will be released in June just in time for Wimbledon, so until then slaver over these shots.





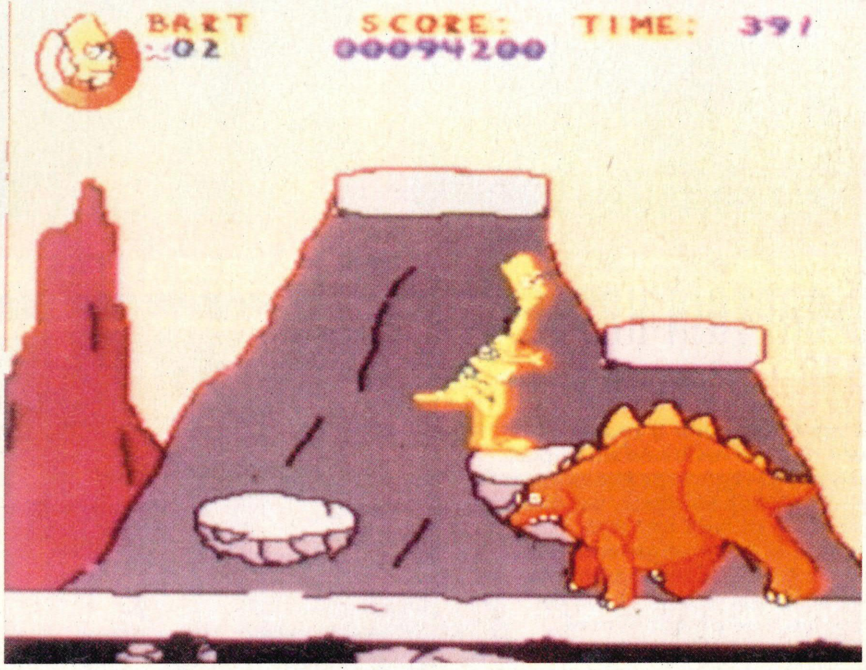


VIRTUAL BART: ACCLAIM

Bart Simpson is running amuck again. Yep, unable to keep his fingers to himself Bart Simpson has activated a rather advanced school science project and has in turn been sucked in to a Virtual Reality machine that is out for his blood – will this kid ever learn?

There are six different levels within the game, each with suitably apt titles such as Jurassic Bart, Mount Splashmore and Pork Factory Bart Pig! The game is a challenging mish-mash of platform, scrolling beat'em-up and racing sections that keep the player continually on their toes. On one level Bart finds himself plummeting down a steep waterslide with a hazardous array of obstacles carelessly scattered throughout the tubes – woah, that's different! The graphics are copied straight from the cartoon series for that added authenticity and due to the nature of both the game and cartoon series we can expect to see some wild characters appearing.

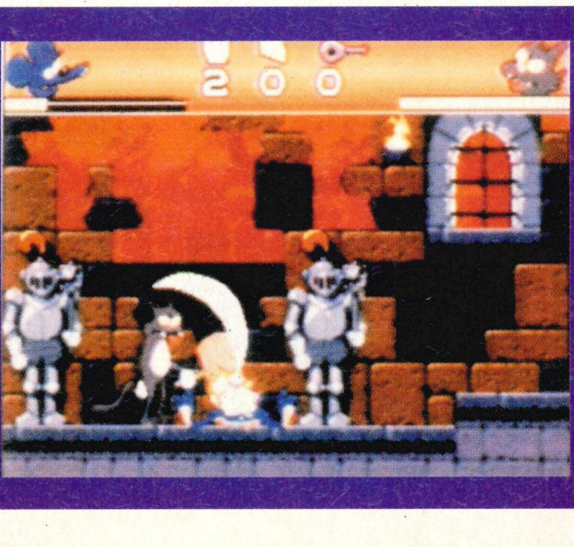
Sadly this game isn't a real virtual experience but will no doubt be every bit as entertaining as Bart's Nightmare, as well as incredibly wacky. This is another game that looms far off on the horizon, but we should see this sometime towards the end of the summer. Until then, don't have a cow dudes.

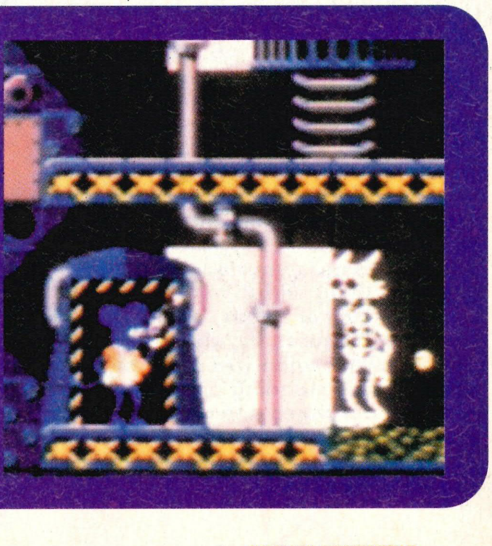


ITCHY AND SCRATCHY: CODEMASTERS

At long last we have some screen shots of the long-awaited Itchy and Scratchy game from Acclaim which is to be one of the next instalments in Acclaim's Simpsons line-up. Itchy and Scratchy follows the antics of the Simpsons wacky cartoon-within-a-cartoon stars (!) as they beat the crap out of each other in true Simpsons style.

Very little is known about this game at the moment as development is in the early stages. However, Acclaim hopes that we will see this game before the year's end alongside its other Simpsons release, Virtual Bart.



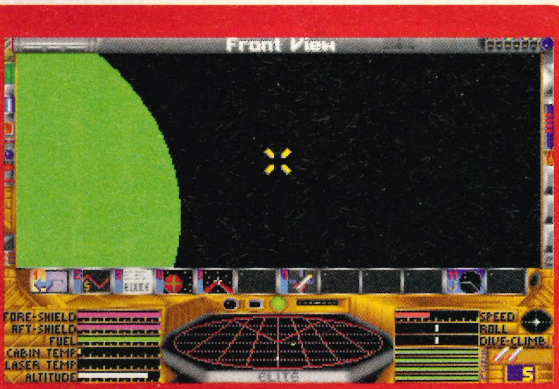


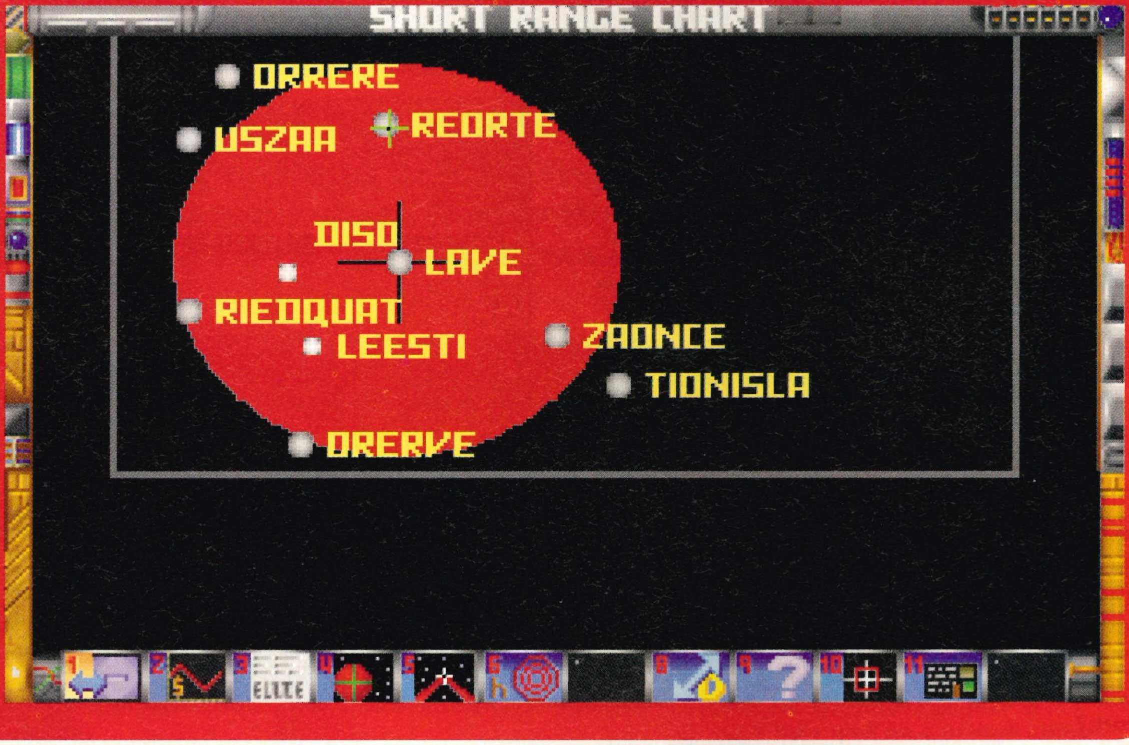
ELITE PLUS:
SONY

This is very early news indeed, but we have learned that Sony is developing a Mega Drive version of the superb game Elite. A classic by any standards, Elite first appeared on the ST years ago and since then has achieved wide recognition for its gameplay. Coming up to the present day, Elite II which was five years in the making has just surfaced on the PC so you can see how much of an impact the original made on the market.

Now Sony is about to bring the legend to the Mega Drive, and not before time either! The game is a strategical 3D space trading simulation with polygon graphics and in-depth play, but we all know how bad the Mega Drive is at handling complex polygon graphics. This is why Elite Plus will be one of the new breed of games that will utilise Sega's revolutionary SVP chip seen in the amazing Virtua Racing. With this, Elite Plus will be every bit as impressive and fast as the PC versions of the game, making this future Sony release a real eye opener.

Hopefully we will see this before the end of the year, but we will bring you more news before then as and when we have it.

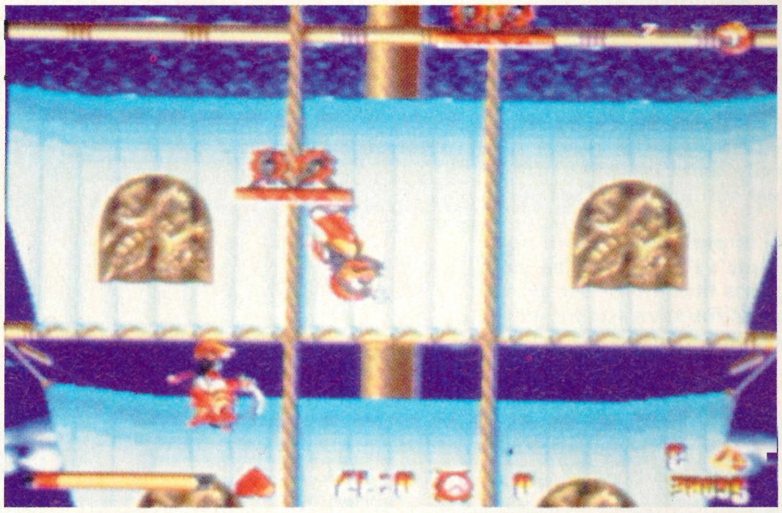

Front View
FORE-SHIELD
AFT-SHIELD
FUEL
CABIN TEMP
LASER TEMP
ALTITUDE
SPEED
ROLL
DIVE-CLIMB
ELITE

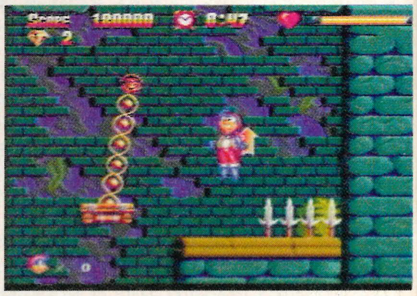

SHORT RANGE CHART
ORRERE
USZAA
REORTE
DISO
LAVE
RIEDQUAT
LEESTI
ZAONCE
TIONISLA
ORERVE
ELITE

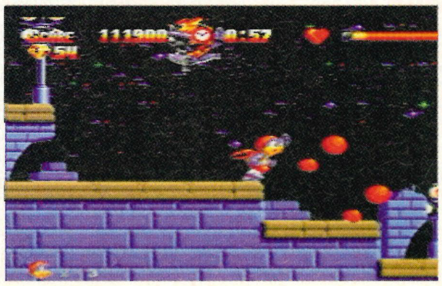
CAPTAIN HAVOC:
DATA EAST

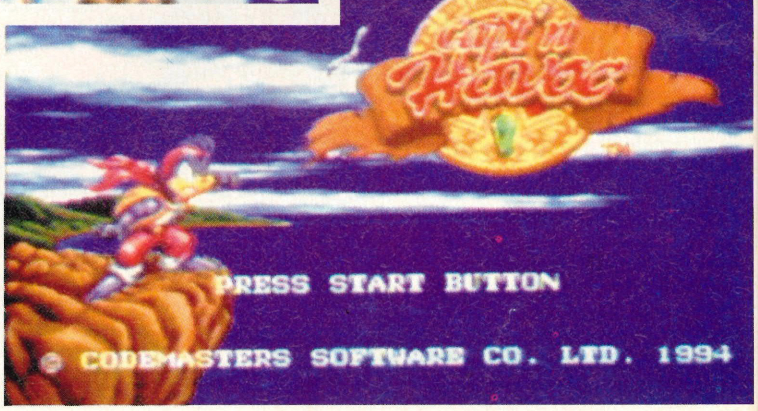
You may remember a couple of issues ago we reviewed an import game called High Seas Havoc from Data East. Unfortunately, we didn't think much of it; in fact we practically slammed it. I say 'unfortunately' because Codemasters is about to release the game here in the UK under the new pseudonym of Captain Havoc. We can't go back on our opinion and start ranting and raving about how good Captain Havoc will no doubt be when it's finally released, but we can tell you that the official version may be a little different to the import game we saw. When we last spoke to Codemasters there was the possibility that the game may change slightly in format to improve the gameplay, but nothing has been said to confirm this.

The game is your bog-standard platform thing with cute cartoony graphics, lots of bright colours and oodles of bonuses. As always, there's also a wide variety of big scary bosses standing alongside a wave of deranged enemies. We'll just have to see if the official version of Havoc plays any better when we see it later this year.




Score 100000 8:47


Score 111900 0:57


Capt'n Havoc
PRESS START BUTTON
© CODEMASTERS SOFTWARE CO. LTD. 1994

SEGA
MEGA DRIVE
DUNE II
BATTLE FOR ARRAKIS
Licensed by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM.
Westwood STUDIOS
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM
Virgin

"Turns out to be one of the tastiest strategy games ever designed for a console."

MEGATECH JAN 94 91%

"This is my favourite game of the year-if not ever."

MEAN MACHINES JAN 94 93%

"There is only one thing you'll need to know: Buy it."

SEGA PRO 90%

"...Dune 2 is the best Megadrive game of the year."

SEGA POWER JAN 94 90%

Nº6 Maggie at Port Vale

Virgin

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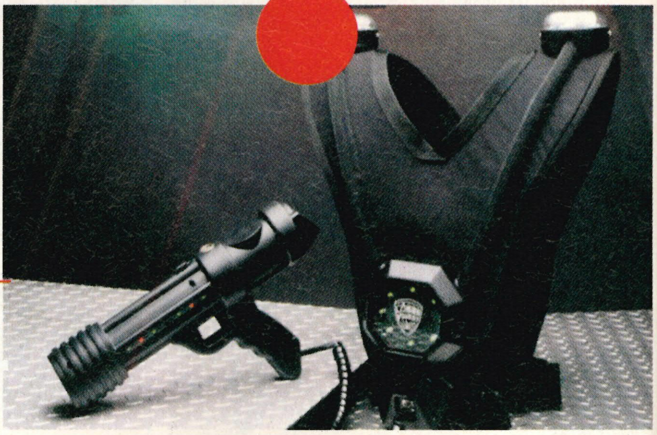
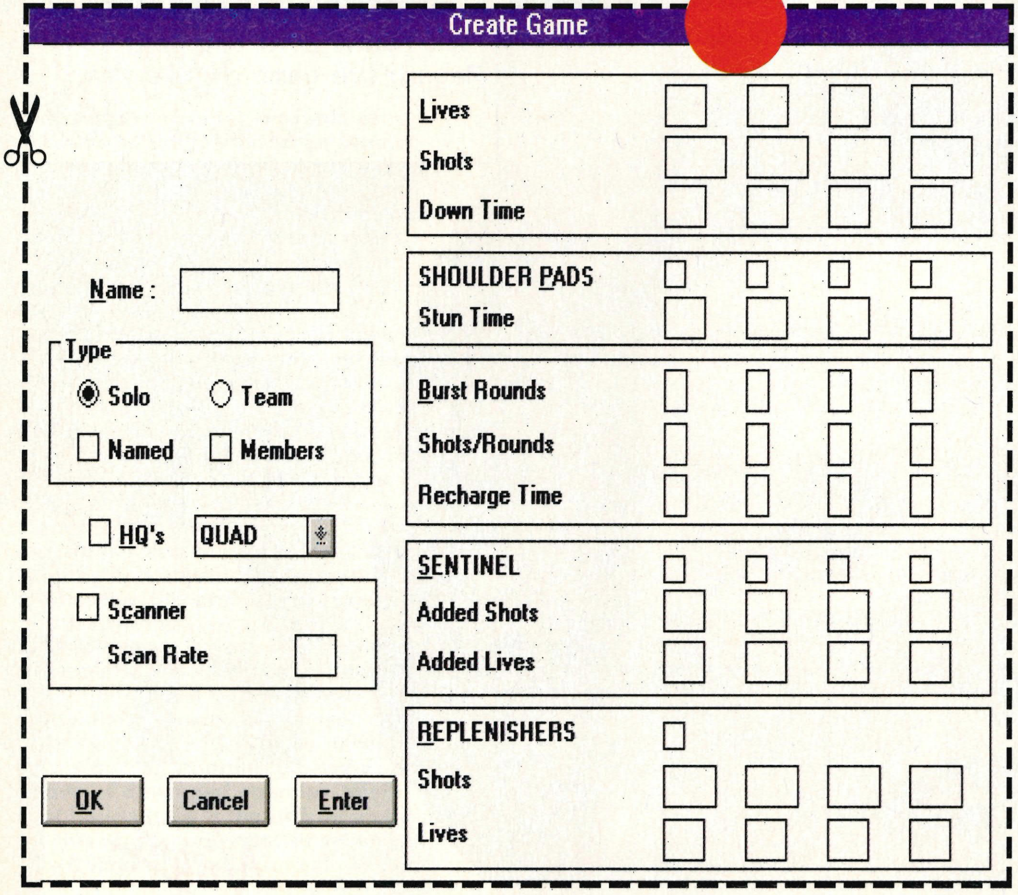
WIN A HOT DATE AT LASER QUEST

Boy, have we got a fantastic competition for you lot this month, something completely original and exciting to boot. In conjunction with the wonderful people at Laser Quest we are giving you the opportunity to design your own role-playing game and then act it out at your local Laser Quest centre with some of your mates. The compo simply requires you to read through the Laser Quest game guidelines outlined on the opposite page and then design your own fantasy/sci-fi adventure around those parameters. Easy!





Create Game

Name : ☐

Type
● Solo ○ Team
☐ Named ☐ Members

☐ HQ's QUAD

☐ Scanner
Scan Rate ☐

OK Cancel Enter

Lives	☐	☐	☐	☐
Shots	☐	☐	☐	☐
Down Time	☐	☐	☐	☐
SHOULDER PADS	☐	☐	☐	☐
Stun Time	☐	☐	☐	☐
Burst Rounds	☐	☐	☐	☐
Shots/Rounds	☐	☐	☐	☐
Recharge Time	☐	☐	☐	☐
SENTINEL	☐	☐	☐	☐
Added Shots	☐	☐	☐	☐
Added Lives	☐	☐	☐	☐
REPLENISHERS	☐			
Shots	☐	☐	☐	☐
Lives	☐	☐	☐	☐

BUT WHAT IS LASER QUEST?

Laser Quest isn't, as some people would like to believe, a new arcade machine or a Virtual Reality experience. It is instead a role-playing game similar to paintball whereby the players are armed with state-of-the-art laser guns and light-sensitive armour and placed into a futuristic playing area – it brings cowboys and indians into the 21st century.

The game is set in a labyrinth of hazy corridors lit by ultraviolet light, providing a challenging and tension-filled atmosphere. Stamina and concentration are required – the smoky environment and futuristic setting means that only the fittest will survive. At the end of the adventure each player will receive a detailed score card displaying their shots, hits and ranking position.

It's all extremely good fun and if you haven't had a go then you should seriously be asking yourself "Why not?". Here at the office we've found that running around in a dark and smoke-filled warehouse on a Sunday afternoon relieves the tension of a stressful week – you should try it!

However, things are a-changing. Lately new variations of the game have been introduced to make things just that little bit more interesting and to promote team spirit. You can either team up and shoot the members on the other colour-coded side or go on a full-blown assault to capture each other's 'flag' or 'homebase' as in paintball. However, to bring things right up to date you can now create an artificial world whereby each player has different stats, attributes, skills and number of shots or lives. This new idea makes Laser Quest more of a real-life role-playing adventure instead of a simple blast-fest.

SITE LIST
When entering the competition, remember to tell us which of these sites is closest to you:

Acocks Green, Birmingham
Belfast (Dundonald)
Belfast (Ormeau Embankment)
Birmingham
Bolton
Bristol
Cambridge
Carlisle
Chester
Corby
Coventry
Derby
Doncaster
Dudley
Ealing, London
Edinburgh
Glasgow (Oswald Street)
Glasgow (Trongate)
Guildford
Halifax
Harlow
Huddersfield
Hull
Ipswich
Kingston Upon Thames
Leeds
Leicester (Belgrave Gate)
Leicester (Duke Street)
Leigh
Londonderry
Luton
Manchester
Mansfield
Newcastle Upon Tyne
Nottingham
Oxford
Portsmouth
Raynes Park, London
Reading
Rotherham
Sheffield
Shrewsbury
Skegness
Southampton
Stockton-on-Tees
Stourbridge
Sunderland
Swindon
Tunbridge Wells
Wakefield
Walsall
Warrington
Wembley
Whitley Bay
Wigan
Wolverhampton
York

PENS AND PAPER AT THE READY

That's where you come into the picture. Most of the adventure programmes are pre-written by the Laser Quest staff and follow various familiar themes influenced by films or famous RPGs such as Terminator or Highlander II. What we're offering is the chance for you to design your very own game that will be programmed into your local Laser Quest computer. All you have to do is look at the statistic example and read through the Laser Quest spec sheet to get an idea of what we're after. Write in to us with your game ideas remembering to tell us which Laser Quest centre is easiest for you to get to (using the list above) and then wait...the best game idea wins and you and some of your friends will be able to visit your local centre and play YOUR game!

Just remember to include a really good story-line or theme to your game, as well as all the character statistics – don't forget that you're trying to build a complete fantasy world here. Let your imagination run wild!

THE WINNER...

The winning game will be original and exciting with a good story-line, but be careful to ensure that the game isn't too complicated or there will be problems organising your game. The winner will be invited to a Laser Quest centre to enter the data of his/her game into the computer and then play the game with some friends.

AND FOR THE LOSERS...

If your game doesn't quite make it, we will be giving free Laser Quest tickets to the top 20 runners-up.

Send your entries to us here at MegaTech before 30 June:

LASER QUEST COMPETITION,
MEGATECH,
16-17 HOLLYBUSH ROW,
OXFORD,
OX1 1JH.

DON'T PANIC! THIS IS WHAT IT ALL MEANS...

Following the guidelines below, write a synopsis for a game and then fill in the table (on the coupon on the opposite page) to give your game characters different attributes. There can be four sets of features hence the four columns, the players are then given one of the four sets. You don't have to use all four sets.

GAME TYPE:

Solo – The player can hit any other player

Team – The player can only hit players who are not of his team colour (there can be three teams in any one game – red, green and multi)

HEADQUARTERS:

You can get extra points by shooting at headquarters units. If you wish to use headquarters put an 'X' in the box. You can play two types of headquarters games.

Solo – You must hit the same sensor within 10 seconds

Quad – You must hit specific sensors within 10 seconds

LIVES AND SHOTS:

The number of lives and shots you are given at the beginning of the game. If '0' is entered players will have unlimited lives and shots.

DOWNTIME:

The amount of time in seconds that the player is deactivated, ie cannot shoot or be shot if that player has already been hit.

SHOULDER-PADS:

Put an 'X' in this box if you wish shoulder-pads to register hits.

BURST ROUNDS:

The packs have rapid fire, the number of bursts is the number of times that you can use it – there is a maximum of nine.

SHOTS ROUNDS:

The number of shots fired off in any one burst – maximum of nine.

RECHARGE TIME:

The amount of time between each burst before you can use the rapid fire facility.

REPLENISHERS:

If you have limited the lives and shots of a player then you may want to replenish those lives and shots during a game. Put an 'X' in the replenisher box to activate the replenishers.

LIVES:

When the replenishers are active, set the number of lives to be returned to each player in this box.

SHOTS:

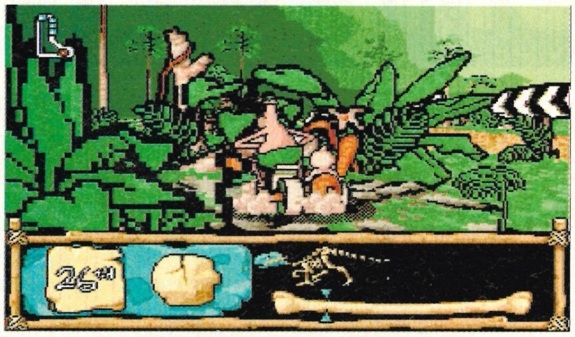
When the replenishers are active, set the number of shots to be returned to each player in this box.

MEGA-CD SEGA

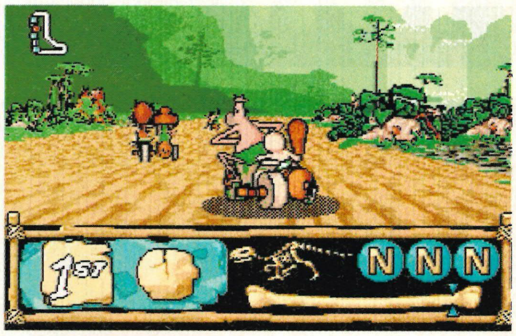
price: TBA
developers: IN-HOUSE
release date: TBA

BY: CORE DESIGN

Do Mega Drive gamesplayers really need another racing game after the release of Virtua Racing? DAVE RENTON takes a look at the latest offering from Core, a software house who seems to think that one is not enough.



Hold on a sec, there should be a shortcut around here somewhere



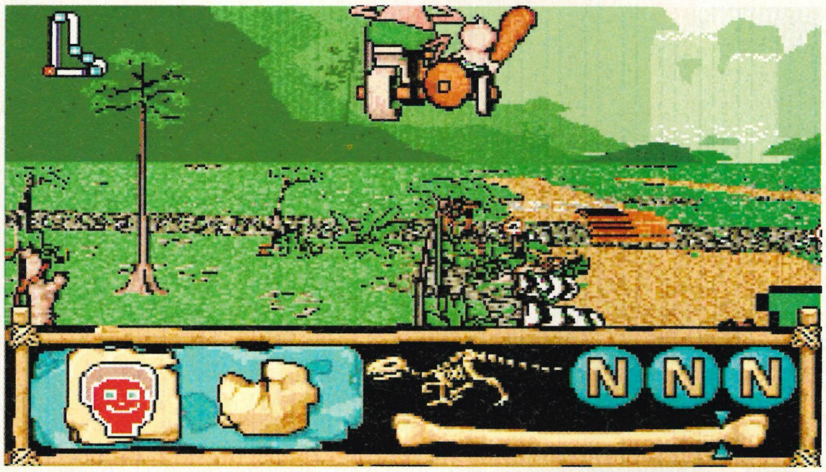
This is more like it. Clenched fists at the ready, Chuck snr prepares to punch out some chap's lights

CHUCK RALLY:

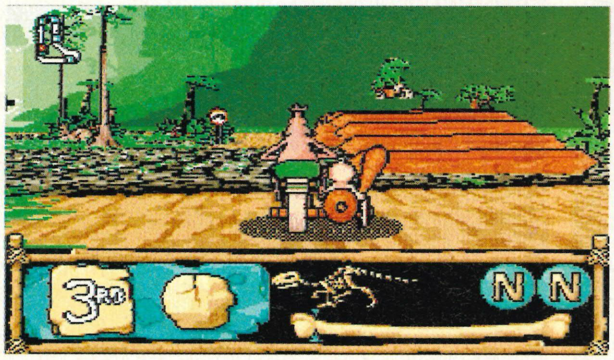
THE CORE OF THE MATTER

It's official, that prehistoric man of many talents is back from the Jurassic age in yet another game. The Neanderthal nutter Chuck first thrilled us all with his capers in the classic Chuck Rock where he put the slightly barmy Gary Gritter well and truly in his place.

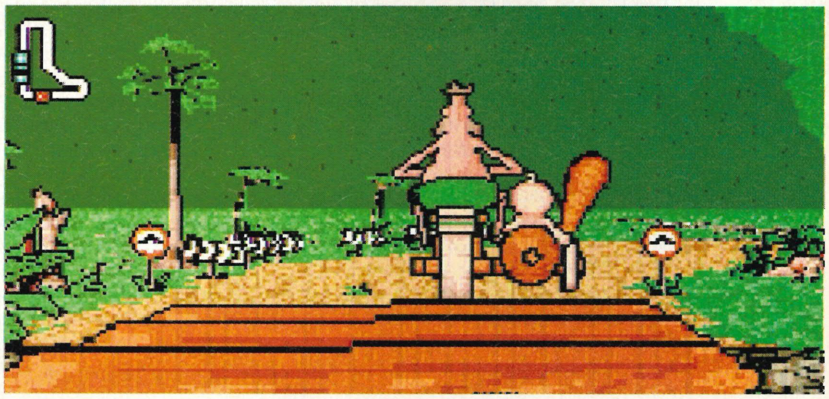
Core Design however, decided that once was not enough and came up with Chuck Rock II: Son of Chuck. In this game our main man, now happily married and a proud father, gets himself into a spot of bother. Young Rock is a chip off the old block and subsequently embarks on a hazard-filled quest to help out his old man. The end of the story right? Well, no! However much we try there is just no way of keeping a software house down once it has a successful character on its hands. So Chuck fever has hit again but the good news is that the game will not be called Chuck Rock III: The Wife Goes to the Shops, and more importantly, the new Chuck game will not have any platforms. This is a racing game à la Mario Cart which should fill the (very) obvious gap that exists in the Sega market.



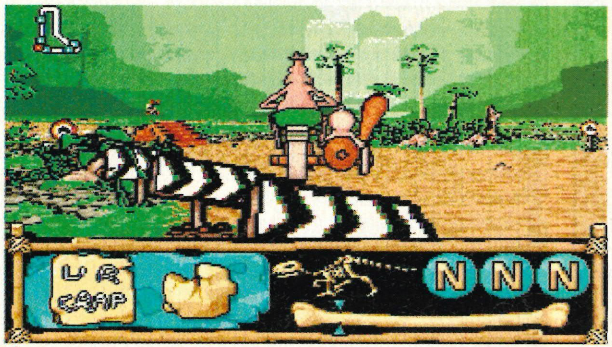
Woah! Watch out below. Cars flying overhead



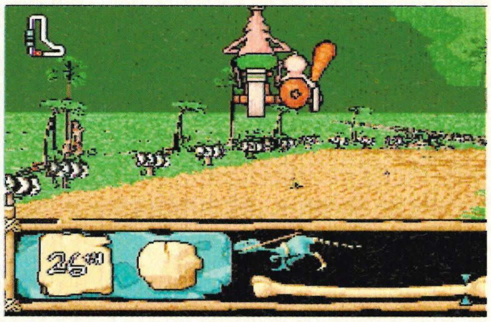
Chuck seems to be contemplating the bridge jump, albeit with a look of dread



At last Chuck finds the bottle to have a go at the bridge jump. Now was that so bad?



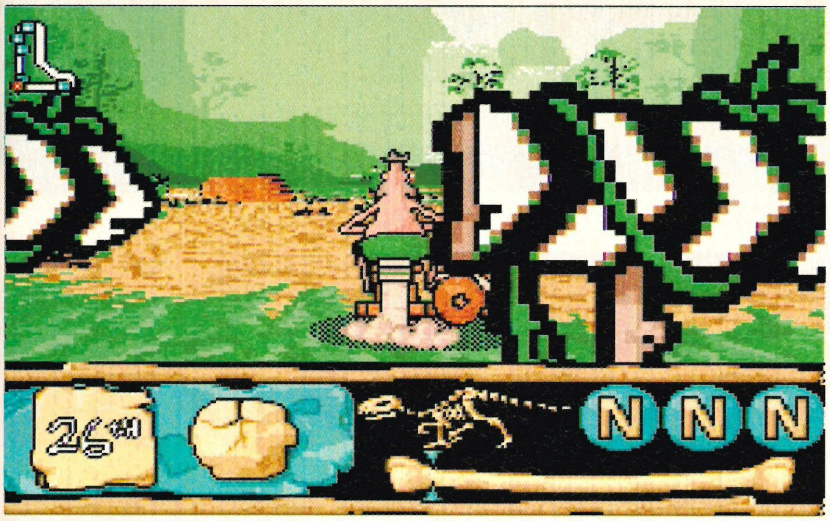
Poxy road barriers. Time to unleash the 'float over the obstacle' trick



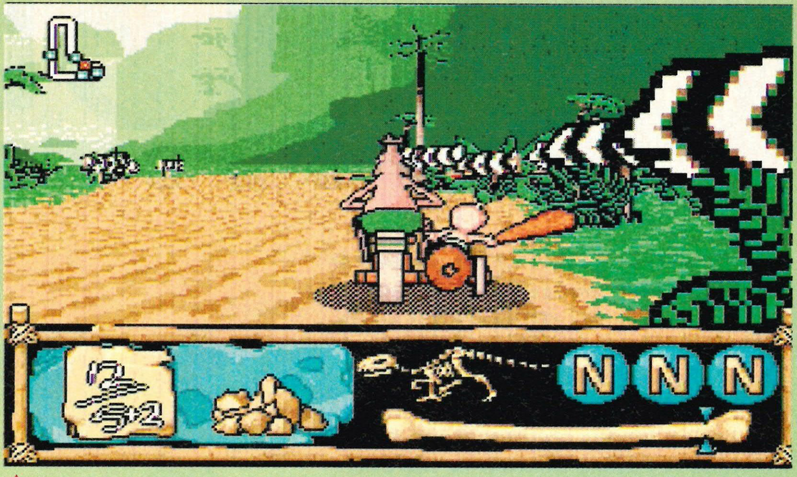
Goodness, old Chuck and son seem to have pioneered the early use of flying motorcycles before the Wright Bros were glints in their parents' eyes

M-PEOPLE

Before we proceed any further into this masterfully crafted work of literature one major contributing factor must be addressed – Chuck Rally is still very much in the development stage and the copy we have received is less then 50 per cent complete. However, if you care to glance at the screen shots you should be able to deduce that the game engine is very similar to that seen in Core Design's CD flagship game, Thunderhawk. The scaling and rotation, often such a problem for any Sega engine have received the full works from Core's multi-talented programming team and although the CD lacks the colour palette of the Super Nintendo the screen updates and overhead views are very well implemented. Chuck Rally incorporates three views in all which include the 3D 'viewed from behind' perspective, the above view and the long chase view.

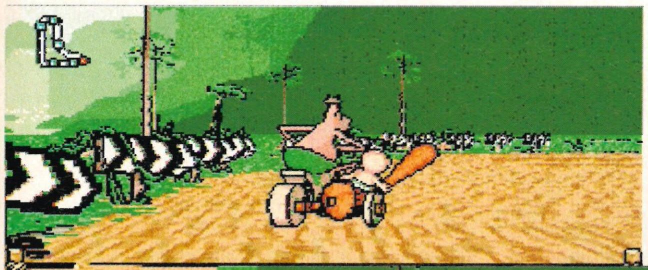


▲ Oh dear, more road signs to be repaired as old Chuck slams into the bend at 200mph

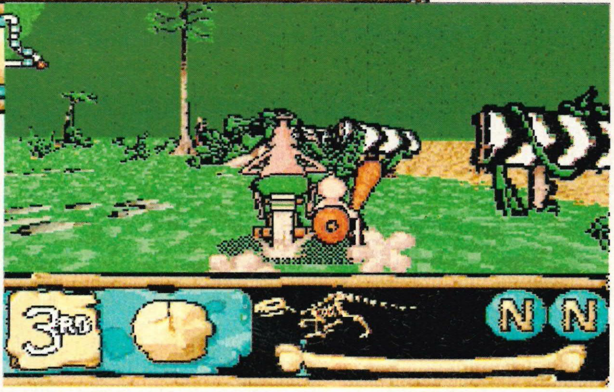


▲ Young Rock spots a potential victim and brings his club into the 'cracking' position

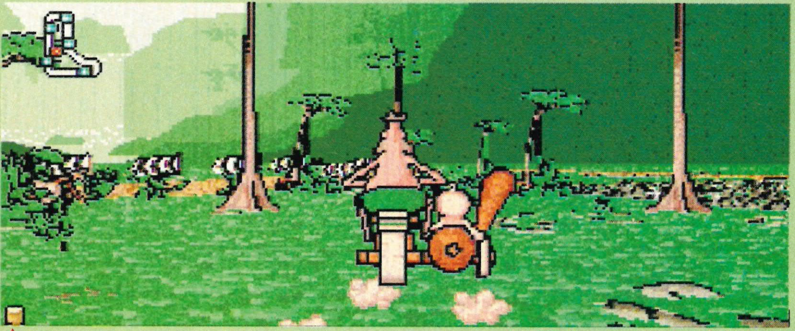
ROCKY RACERS



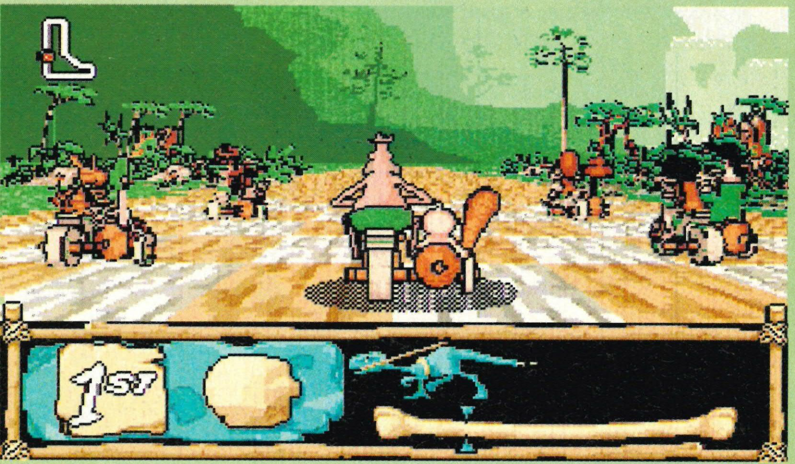
◀ Barry Sheen eat your heart out – just look as Chuck and son burn up the track



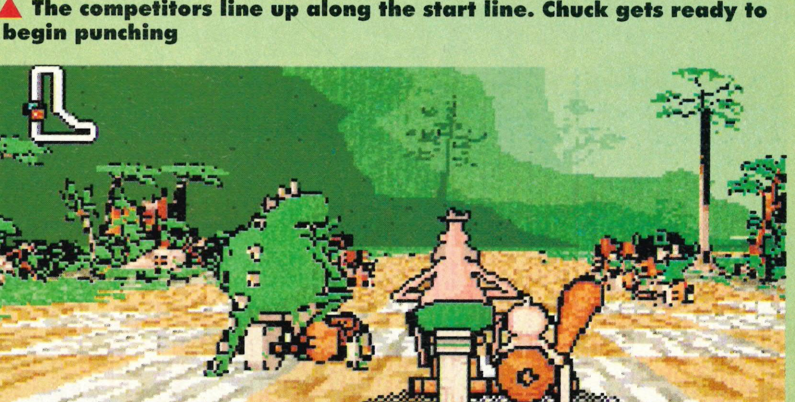
▶ Those two pints at lunchtime seem to be taking their toll at last as Chuck takes a right when he should've taken a left. The results are here for us to see



▲ We never did find that short cut. Yep, we're still lost in the jungle



▲ The competitors line up along the start line. Chuck gets ready to begin punching



▲ This green thing is about to receive a heavy blow to the head

Just what is going on in Rock city? All sorts by the looks of things. Mad millionaire playboy Rich Lloyd…sorry, Millstone Rockafella has decided to put up two million pebbles and the "Rock Solid manufacturing contract" (I'm sorry, this what Core has written. Pretty bad, eh?) for the fastest boulderdash bike in Rock City. Of course Chuck could do with the cash and he is a dab hand at building things, so with the aid of Rock the younger he sets about building a super bike that will leave every other design well and truly in the past. So step up one or two players for the time of your life this side of Virtua Racing in a game which is jam-packed to the rafters with bonus power-ups and great cartoon graphics

Of course the object of the game is simply to win races and Chuck Rally has a total of 28 (Yes, read that again…28) to battle and fight over. Chuck is no solo rider! No, in his little sidecar rides his secret weapon – young Chuck. Yes, the little madman known and loved by thousands helps out his pa yet again armed with that famous club of his.

Core has added Road Rash 2 elements to the game (which sees man in his most primitive form) with a little good natured scrapping along the way. Using his club and kicking power Junior defends the left-hand side of the Dino-powered, boulderdash rally bike, but good old Chuck snr relies on his deadly right hook to punch fellow racers to the ground if they threaten the right-hand flank.

It's not all a one-sided battle though because the other racers on the tracks fight back with everything they have. We can expect to meet up with a few of Chuck's old adversaries. Yes sir, who else but Brick Jagger and Gary Gritter should rev up their engines and get in there to win all those prize pebbles. Needless to say that with these two in the scene it's not all going to be above board!

Teething troubles aside, Chuck Rally should be one of the best games released this year. From what I've seen and played of the game Core appears to have another big hit on its hands. Two great CD games from the same company? Things are looking up!

DOMARK

BY: ACCOLADE

price: TBA
developers: RADICAL ENTERTAINMENT
release date: JUNE

SPEED R

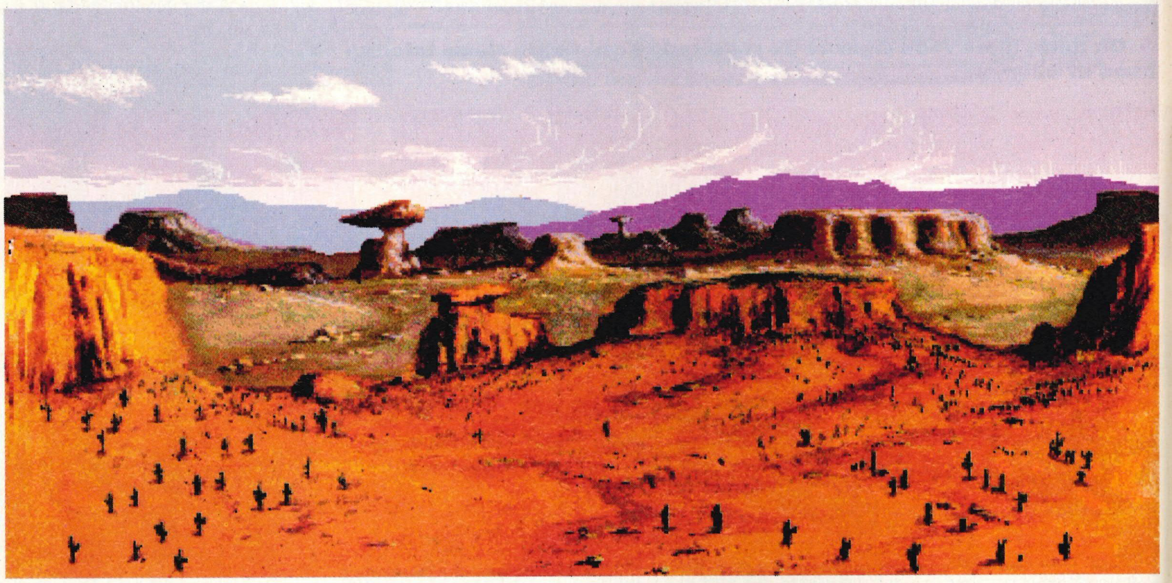
It would seem that at the moment if you're not producing a licensed game then it's obviously not worth doing. Just take a look at the vast array of games based on films and cartoon series that we've seen of late – it's getting bloody ridiculous and now Accolade is adding another to the ever-lengthening list with Speed Racer.

GO JOHNNY, GO GO GO!

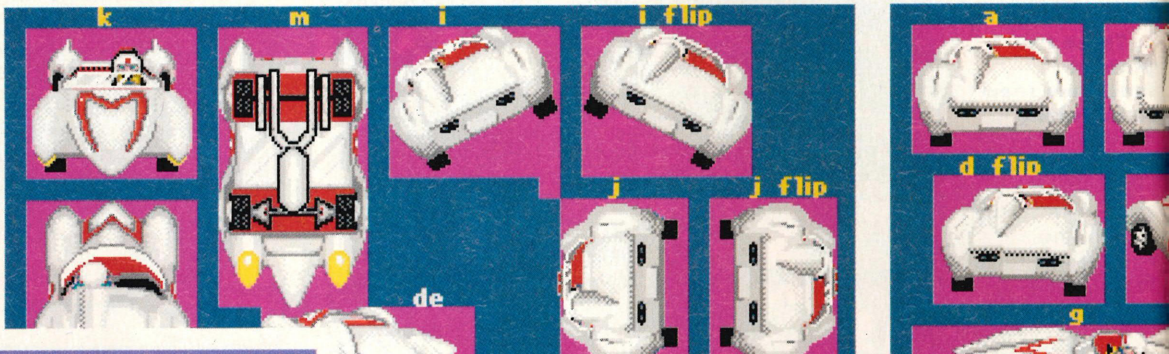
Way back in 1967 there was a cartoon series called Speed Racer with lots of really pretentious characters and, er, big cars. Then fortune shone down upon the three people who actually owned a TV at that time and the programme went off the air – huzzah! Over 20 years passed and those three people thought they were free of the Speed Racer curse, but unbeknown to them Speed and his delightful chums fought their way back into the limelight (even if it was just on some poxy satellite channel) to dazzle a new generation with their 'hilarious' antics.

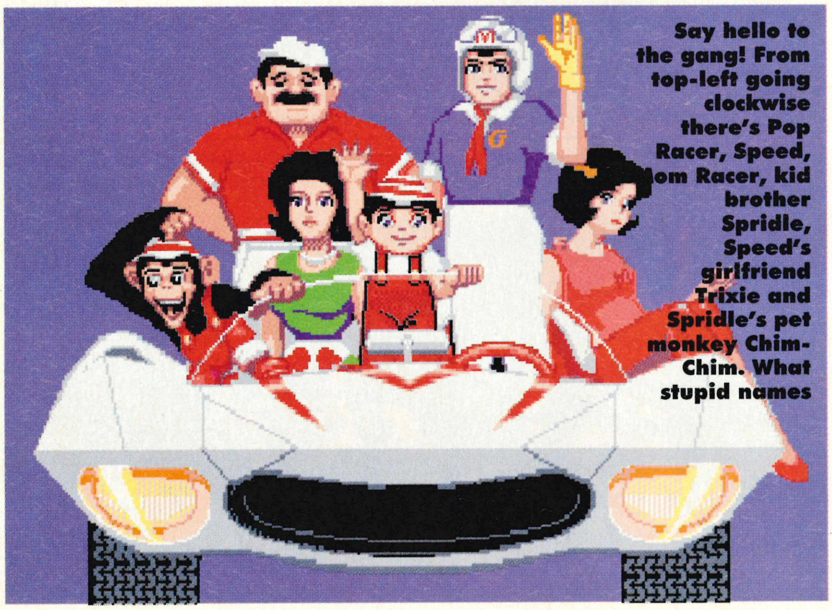
So for the few people that actually watch the Nickelodeon channel you'll already be familiar with the series, but for those of you who are in the dark (and that includes us as well kiddie-winks so don't feel left out!) here's the low-down. Speed Racer (and that's his real name) is a plucky teenager who likes nothing better than to drive his hot-rod all over the world battling a gang of savages including the mysterious Racer X, and show off to all the girlies in the process.

His car, the Mach 5, is an incredible piece of equipment that even James Bond would like to get his manicured mitts on – it's armed to the wing-mirrors with missiles, rotary blades and nitro boosts among other things. Like all heroes, he always wins the race and predictably always triumphs over the baddies. Oh and he always gets the girlie too!



▲Er, this is a picture of a desert, pretty huh? What it has to do with the game though is beyond me!



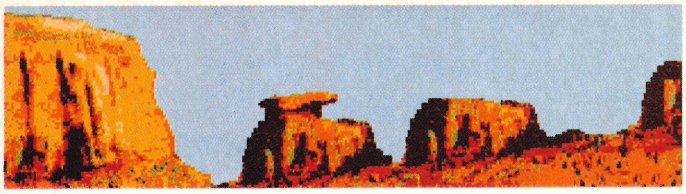


Say hello to the gang! From top-left going clockwise there's Pop Racer, Speed, om Racer, kid brother Spridle, Speed's girlfriend Trixie and Spridle's pet monkey Chim-Chim. What stupid names

SPEEDY GONZALES

Japanese in origin, the cartoon series Speed Racer is now making a massive comeback in the States thanks to regular airings on MTV and with the re-runs blossoming into a cult status Accolade USA has snapped up the rights to release the licensed game. However, the series is currently only being screened on Sky TV's Nickelodeon channel that probably has a viewing audience of about three so it seems highly unlikely that Speed Racer has achieved a cult status here yet – well have you heard of Speed Racer?

Although Accolade USA is plugging the game in conjunction with the cartoon series, Accolade Europe has the harder task of promoting the game on its own merits rather than relying on the weight of the cartoon's popularity to push it along. From what we've seen of the practically finished SNES version and the rather disjointed Mega Drive version (it's still quite a way from being complete) the game keeps in with the cartoon very closely, taking influence from its distinct and clearly Japanese graphical style – we managed to scrounge a few episodes off Accolade so we could see what all the fuss was about!



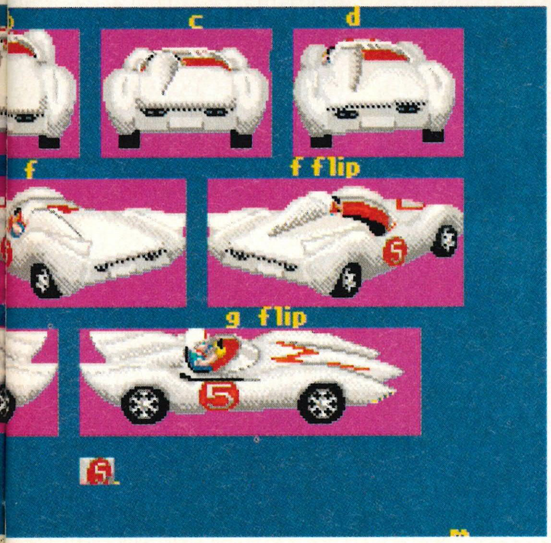
ACER

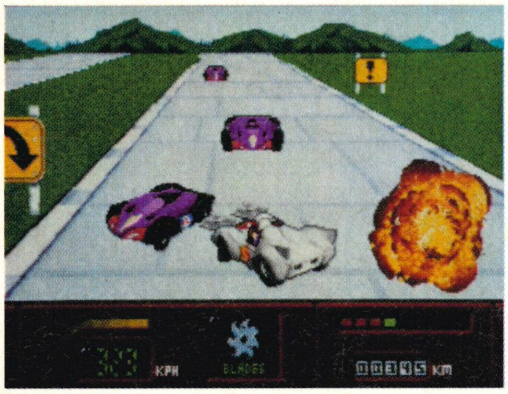
CAUTION! DRIVER UNDER INSTRUCTION

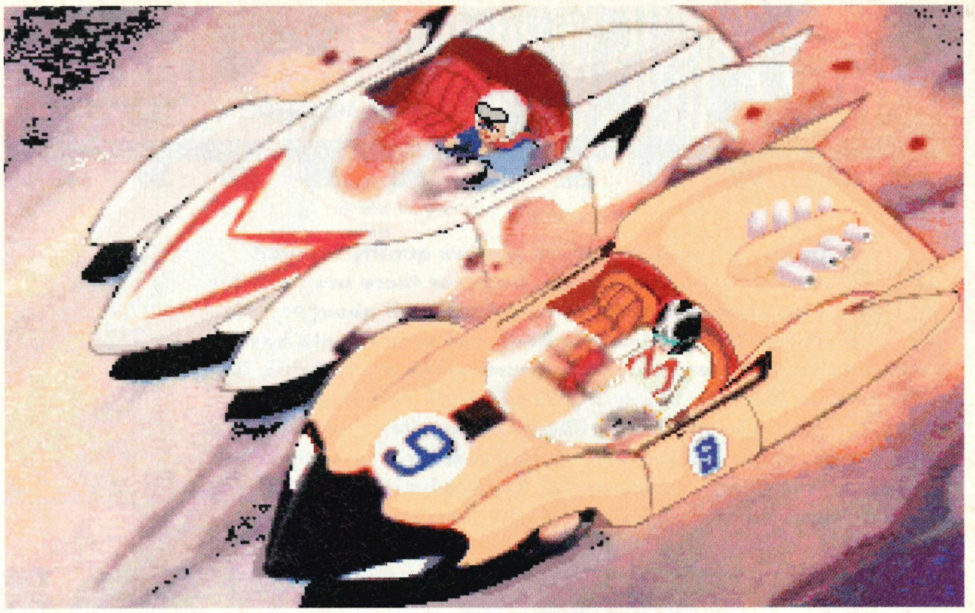
In the game you will be able to compete as either Speed Racer or Racer X (who it turns out, is actually Speed's brother) in a manic battle to the finish line using a whole array of smart weapons with which to outwit your opponents. Your car is armed with everything from autojacks which propel your car sky-high so as to avoid hazards and other cars, to rockets and turbo boosts. You've also got some fancier hardware in the shape of a canopy which shields you from bullets and bombs, and a frogger option which allows you to manoeuvre the car underwater – why you would want to though is beyond me!

That's not all however, because this isn't your usual, bog-standard racing game that's been seen many times before, no way Hosay and his missus who cooks a mean chilli dog. Not only do we have some pretty high-octane racing sequences to get our driving gloves around, but there are numerous platform levels that break-up the four-wheeled action as well. On top of that there's a comprehensive story-line that unravels as you progress through the game, stringing the racing and platform levels together in a coherent fashion and again taking graphical influence from the series. In fact, there's so much of the series in the game that it actually makes you intrigued as to what the series is like if you haven't already seen it before.

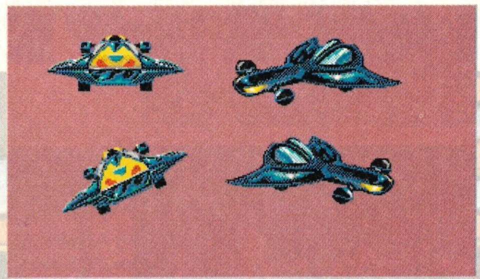
▼ **This is the famous Mach 5 car which Speed takes so much pride in, but just look at the way he drives, tossing the car in all directions – what would his mother say?**



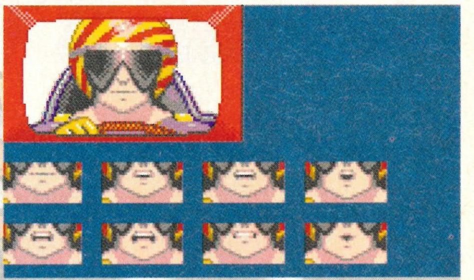




▲ **Go Speed Racer, go! You can win, you can. Hurrah, hurrah!**



▲ **What do you think of these sprite studies then?**



▲ **"How the hell am I supposed to drive if I haven't got any eyes?"**

RACING LINE

To promote the game Accolade's marketing department has really had to get its thinking cap on to come up with something rather whizzy. Although the ideas are still getting knocked around at Accolade one thing that has already come to fruition is a CD of the Speed Racer theme tune remixed and revamped by Alpha Team.

The original theme tune has been bastardised quite dramatically (which isn't a bad thing as it was awful) leaving the new track, simply entitled 'Speed', as an outrageous dance track featuring snippets of the original tune – one of the versions on the CD has got some rather strange grunts and groans on that we're not quite sure about! You'll have to listen out for the track on Radio 1 because the song is to be released as a single within the near future.

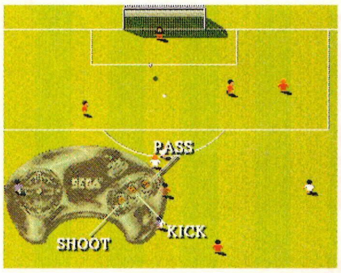
At the moment Speed Racer is at a very early stage but as you can see from these preliminary studies and screen shots the game is shaping up very nicely indeed. Accolade is hoping to release the European version in June and surprisingly, the game is still on schedule, but we won't be seeing anything more concrete for a while so don't go all gooey yet!

PREVIEW

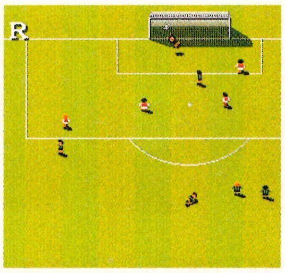
BY: SONY

price: TBA
developers: IN-HOUSE
release date: TBA

Now we all know that there are two quality football games on the Mega Drive, however there are none for those poor Mega-CD owners. That is all about to change though, because Sony, not content with having produced the most playable soccer game on the Mega Drive, is set to release Sensible Soccer on the Mega-CD. Although the original only received a score of 80 per cent when first reviewed, after months of play in the office it has become a firm favourite and lunch-time Sensi championships happen more often than not. It's time to prepare for the patter of tiny feet again.



◀ The game features its own instruction section to help you get to grips with the controls

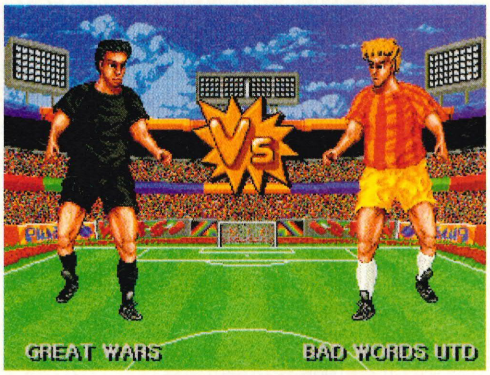


◀ Gooaalll! The action replay feature takes over to show you the glory again

SENSIBLE SOC

TINY TOES

Sensible Soccer, in case you were asleep (or incredibly drunk) over the Christmas period, sold like…something that sells really quickly. Hot cakes – that's what I was thinking about. In any case, the reason it sold so well is because it is such a great game – we in the office are completely addicted! The graphics may be small, but they're beautifully formed and well-animated, and those same graphics have made a pixel-for-pixel translation into the Mega-CD version of the game. Sensible CD looks exactly like its cartridge counterpart and it moves just like it too, with extreme speed being the order of the day and super smooth scrolling being delivered into the bargain.



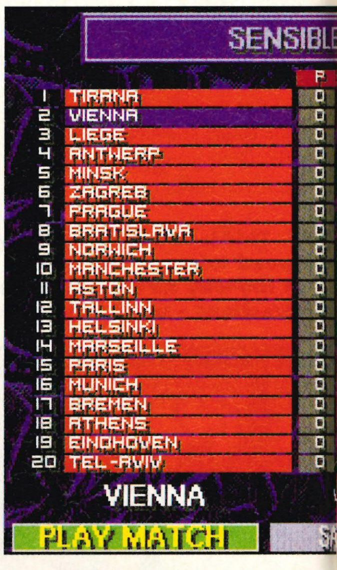
▲ The Great Wars take on Bad Words Utd in the silly teams' Cup Final

▼ The players line up at the start of the match. The weather is worrying a nearby brass monkey

SOUNDS GOOD SO FAR...

Of course, this is a CD version and we know what that means. The sound has been given an amazing beefing up and now delivers both a massive amount of great tunes and some excellent crowd noises to add to the atmosphere. Over 100 effects have been sampled from real football matches including the famous "You what, you what, you what you what you what?!" and such greats as "Oooooooohhhhh" for a near miss. The cartridge version was panned for its lacklustre sound, but no such criticism could be levelled at the CD, which puts the sound in FIFA to shame.

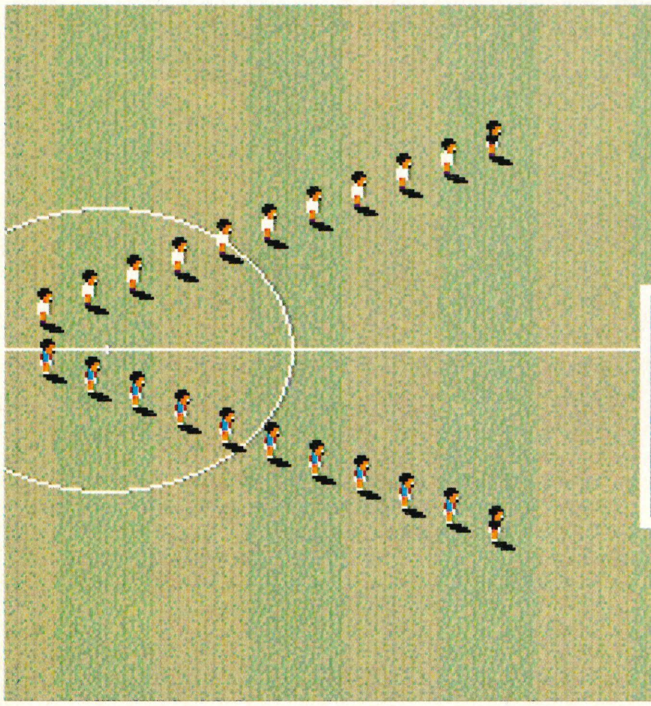
The CD also gives programmers the chance to improve both the presentation and the introduction sequence. Psygnosis is handling the conversion and given its reputation for stunning-looking CD games, you would expect some great graphics. There is a fully rendered intro featuring Wembley Stadium and The Bowl in a Sportsnight-esque scenario. In addition, after every goal there is a rendered sequence of a goal being scored!



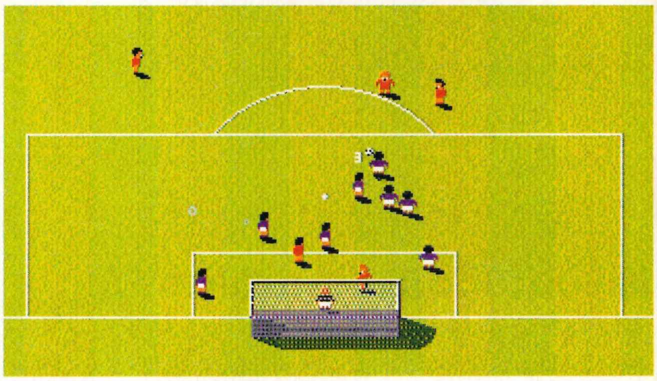
SENSIBLE

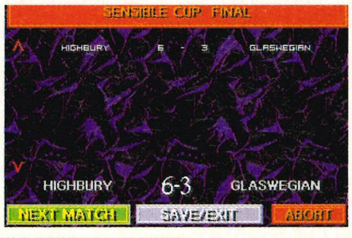
		P
1	TIRANA	0
2	VIENNA	0
3	LIEGE	0
4	ANTWERP	0
5	MINSK	0
6	ZAGREB	0
7	PRAGUE	0
8	BRATISLAVA	0
9	NORWICH	0
10	MANCHESTER	0
11	ASTON	0
12	TALLINN	0
13	HELSINKI	0
14	MARSEILLE	0
15	PARIS	0
16	MUNICH	0
17	BREMEN	0
18	ATHENS	0
19	EINDHOVEN	0
20	TEL-AVIV	0

VIENNA



▶ A free kick just outside the box. The defending players had better cover their bits





SENSIBLE CUP FINAL

HIGHBURY 6 - 3 GLASWEGIAN

HIGHBURY 6-3 GLASWEGIAN

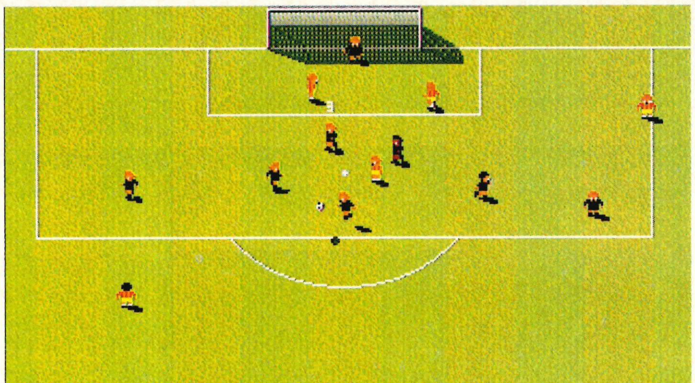
▲ The final score is…a healthy win for Arsenal over Celtic

WE'RE ALL OFF TO WEM-BER-LEY

All of the options prevalent in Sensible cart have made the transition into the CD version. Not only can you customise your team name and player names, but also the strip and even the skin colours of the players! Each team has a few star players and when they are in control of the ball they can perform some great shots. All the standard football formations are included and there are three types of teams to choose from – the European championship teams, national sides and the silly squads. All have three different cups and a league option where up to 64 people can each take a team and play against each other, if they have a few weeks to spare of course! Win a cup and you are rewarded with an animated trophy presentation sequence.

I'M SENSI, PLAY ME

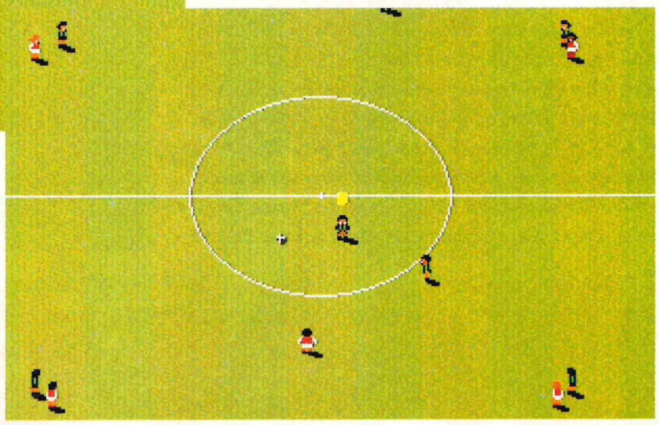
However great FIFA Soccer might have looked, it never could beat Sensible in the playability stakes, but has any of the original's greatness been lost in the conversion? Well, in order to keep the playability there, Sony made sure that the same player and ball routines were incorporated into the CD version so it plays exactly the same as Sensible on cart. Identically – you know, like chalk and chalk. Now we all now how great a game of footy Sensi played and the CD is just as good! So what we have here then is the Sensible cartridge on CD with some great music and presentation.



A fantastic header from the defender clears the ball away from the area

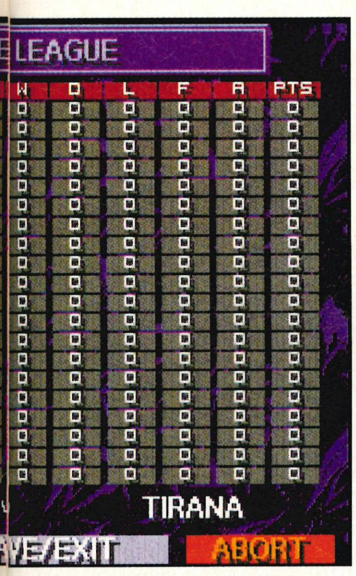
PRICE-FIGHTER CD!

This CD version is intended for those Mega-CD owners who don't already own the cart, not as an upgrade for cart owners. Now Sensible on cartridge was a 16-meg game and set the buyer back £45, but Sony, realising the difference between cart and CD production costs is putting Sensible CD out at £30! Yep, only £30 of your (or maybe your parents') hard-earned money will buy this superb game. At that price we can expect Sensi CD to fly from the shops, but of course EA could do the same with FIFA and we could have a real fight on our hands. Only time and the forthcoming MegaTech review will tell.



Booked! The dirty fouling Glaswegian has finally got his comeuppance

CER CD



W	D	L	F	A	PTS
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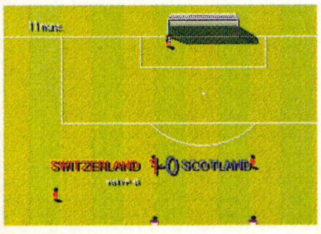
▲ Set up your own Super League and you can have up to a 64-player game. Incredible!

VS
GERMANY
CROATIA

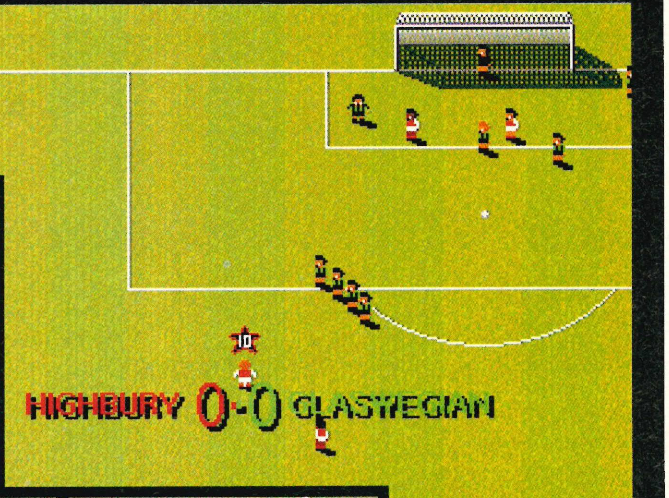
▲ The team that knocked us out of the last Cup...



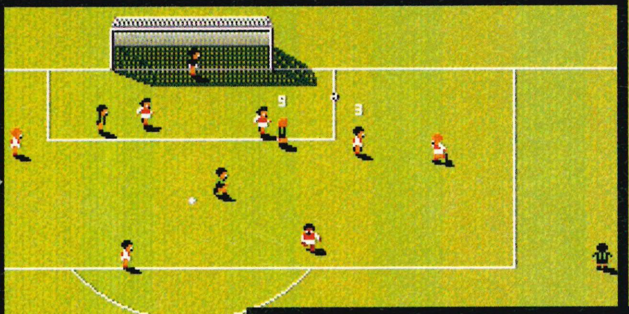
▲ The Swiss are beating Scotland. A sad echo of the Scots' World Cup failure

I WAS SET UP, OFFICER!

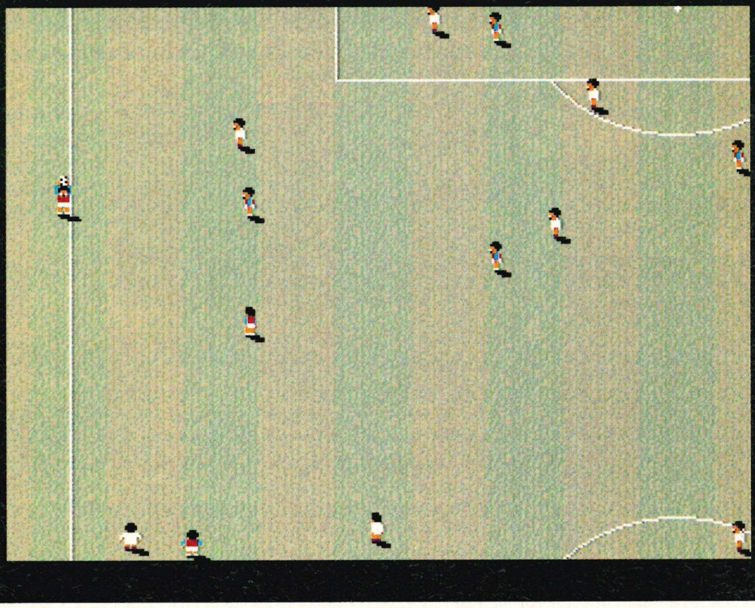
The game features all the usual football set-plays. Not only can the players kick the ball around, they also get to take throw-ins, corner kicks and the inevitable corners...



▲ Highbury (Arsenal perhaps?) take a free kick just outside the area



▲ That corner is heading straight for the scrabbling rabble in the goal-mouth



◀ A throw-in, but which way to chuck it? Up, down, left or right...I want my mum, I'm confused!

BY: ACCLAIM

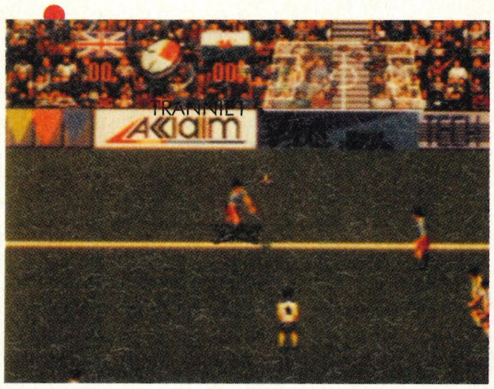
price: TBA
developers: PARK PLACE PRODUCTIONS
release date: APRIL

Although some of us might not like the fact that Manchester United are about to win the league title again, you have to admit that they have some pretty good players, and Ryan Giggs although aged only 20 is the star of them all. Who better then to feature in the latest Mega Drive football release? Acclaim has decided that there is no one better and have snapped up the youngster to promote (and star in pixelised form) its new soccer game. The Mega Drive had a bit of a dry football spell but now has more than enough decent games so any new titles will have to really be something special. What makes Ryan Giggs Champions World Class Soccer such a good game then?

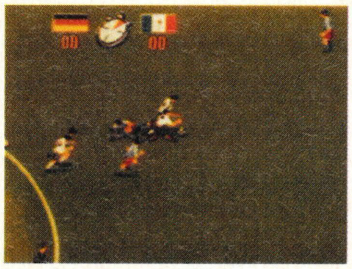
RYAN GIGGS EATS FIGS!

The game is being programmed by Park Place who programmed the immensely successful John Madden series for EA. Add to this a super-smooth sideways scrolling pitch and some excellent player sprites and you have a great-looking footy game. Acclaim has licensed the "most exciting player in the world today" and the game supposedly reflects "the essence" of the player. So, a splendid-looking game that is based on one of the greatest footballers around – what more could you ask for? How about bicycle kicks, sliding tackles, flying headers and fully-interactive goalies? Not only that, but players can pit their wits against the world's best players and teams, then study their progress with stats and instant replays!

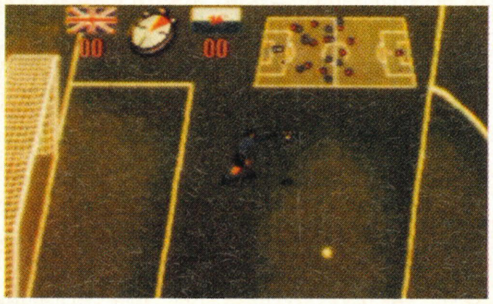
RYAN GIGGS CHAMPIONS



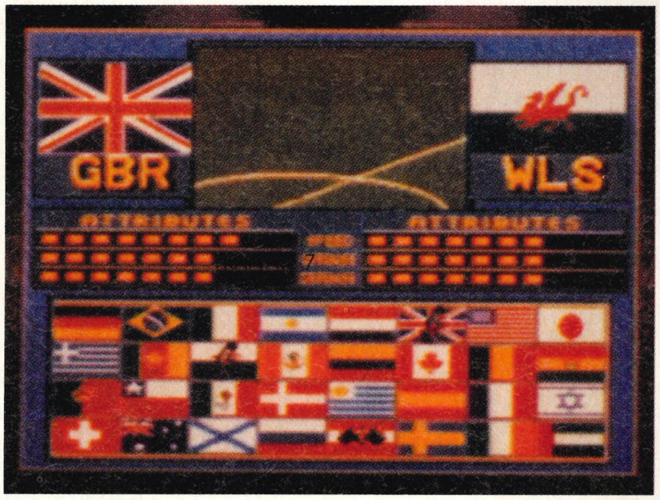
▲ Great, I have to think up more football captions again!



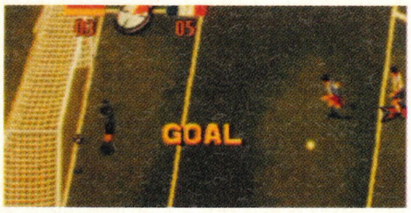
◀ The German has tripped his opponent on purpose – totally blatant fouling



▲ Goalies have some great animation frames, including this punch-out



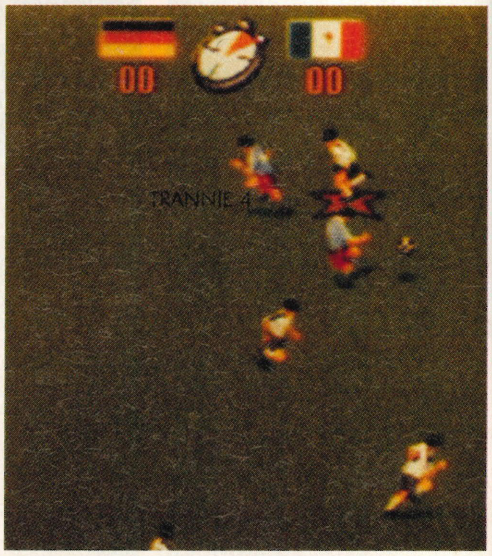
▲ There are 32 teams available to choose from, all with different attributes



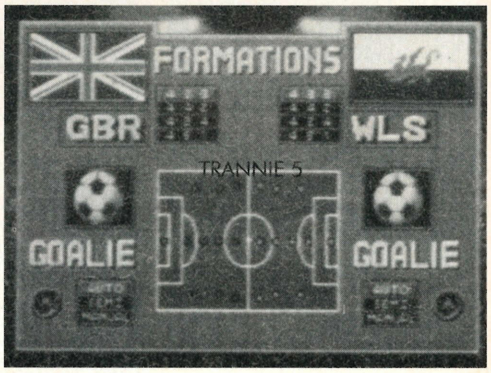
◀ The large word GOAL means someone has put the BALL in the NET

PARK PLACE, HEAD CASE!

Naturally if the game is to match up to the standards already set by current releases there will have to be some major playability in there. As we've said before, graphics are all well and good, but playability is ALL important. Acclaim assures us that the gameplay will be equally as good as the obviously excellent graphics. It has produced a rather slower game to allow players to properly string together passes and play a more flowing game of football. Realism is the order of the day here, with great graphics and a great game behind it all. Ryan Giggs Champions looks like it may surprise those FIFA and Sensi owners out there. Look out for an in-depth review in the next issue of MegaTech.



▲ The little clock counter constantly ticks down, showing you the time remaining



▲ All the usual team formations are in the game and you can have three different goalie controls

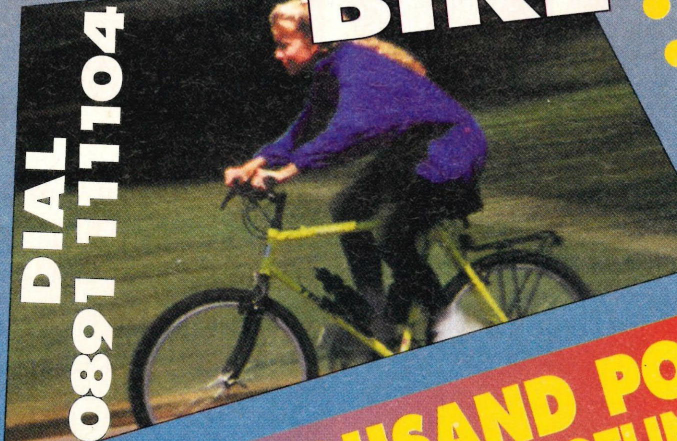
PRIZE LINES

• YOUR CHANCE TO WIN FANTASTIC PRIZES JUST BY •
• CALLING OUR TELEPHONE NUMBERS BELOW •

YOU CAN WIN THIS FANTASTIC MOUNTAIN BIKE

WIN A SEGA MEGADRIVE

EASY TO ENTER WITH NO NASTY TIE BREAKERS



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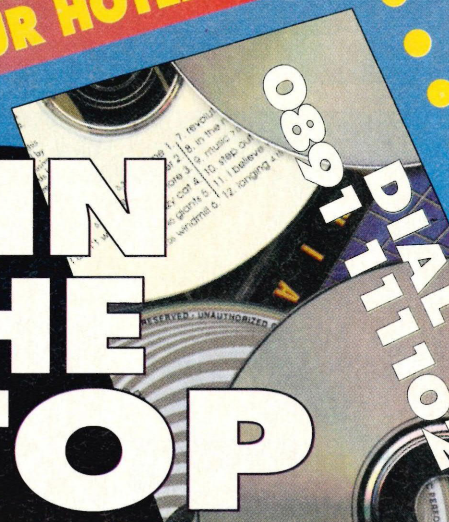

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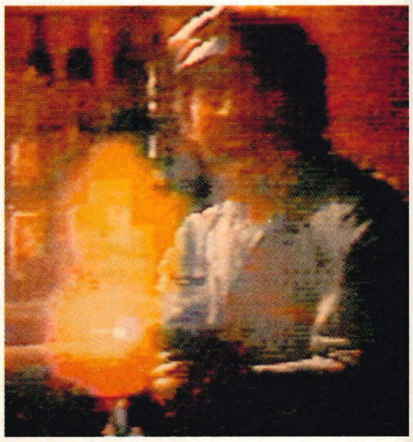
BY: AMERICAN LASER GAMES

price: TBA
developers: IN HOUSE
release date: 80% COMPLETE

WHO SHOT JOHNNY ROCK?

American Laser Games is having a second bash at conquering the live-action market with the release of the arcade classic, Who Shot Johnny Rock?



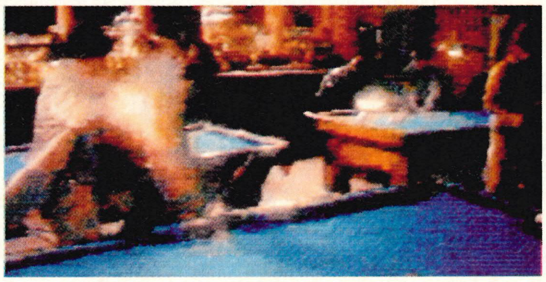
ROOTIN' TOOTIN'

Albuquerque-based development company American Laser Games is no stranger to the world of live-action full-motion video. Titles in the American Laser Games back-catalogue include the ground-breaking Mad Dog McCree, Space Pirates, Crime Patrol and Mad Dog II: The Lost Gold. Only one of these has ever made the conversion from the arcade platform to the Mega-CD, and this was of course Mad Dog McCree. Mad Dog however, was a little disappointing, with the limited capabilities of the CD being more to blame for this than the gameplay content. Unmoved by the indifferent reviews which accompanied Mad Dog, American Laser Games is having another bash at cornering this side of the market with the CD edition of Who Shot Johnny Rock?

These are definitely not the streets of Oxford. This is one of the really tasty scenes from the game

JUSTIFIED AND ANCIENT

Who shot Johnny Rock? should be available on import in late June and the UK release is expected by late summer. The game will be compatible with the Sega Menacer, Konami's Justifier, the humble old D-Pad and the Gamegun (American Laser Games' new peripheral) which should be on general release at the same time as the game.



▲ A few pints and a quick game of pool before the action starts. That'll do nicely

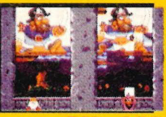
TIME PLEASE

In best Mad Dog tradition, Johnny Rock is a live-action 'do it to them before they do it to you' shooting adventure. This particular killing spree is based during prohibition in 1930s America, where seedy clubs and shady goings on are the norm in the downtown areas of major cities. Famous club singer Johnny Rock has ventured way out of his league and has come a cropper. No one knows who pulled the trigger but Johnny's woman (No sexism here. Simply a period statement) is ardent that you are the man to solve this mystery and avenge old Johnny.

From here it's a non-stop shooting battle against machine-gun-toting hoods through pool halls, funeral parlours and deserted warehouses. If you manage to survive the gun battles (with the help of Gal Friday and a collection of underworld contacts), you will eventually make it all the way to Johnny's mansion for the final showdown with the murderer. Each time the game is played the computer will create a new sequence of events so you never know who has committed the deed.

Gal Friday will provide all the information required. Sexist comments will be dumped at the front door thank you very much

PREVIEW

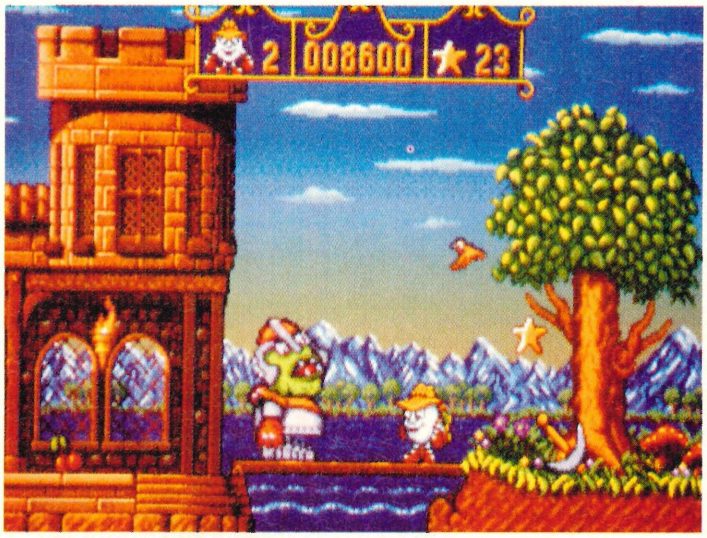


Codemasters

BY: CODEMASTERS

price: TBA
developers: IN HOUSE
release date: TBA

Codemasters is rapidly becoming one of the UK's top software publishers and hardware developers, developing products on nearly every computer or console you could ever think of. Now it's time to get tough – it intends to take the games world by storm with faster and more challenging gaming experiences. The emphasis now is on quality, playability and challenge, so let's hope that Codemasters' forthcoming products – Pete Sampras Tennis, Psycho Pinball and Micro Machines 2 – live up to these high expectations. Let's face it, with the new four-player J-Cart system up its sleeves, what more can the Codies offer gamesplayers? Quite a lot actually, judging by the sneeky peeks we've been given of these three great new games.



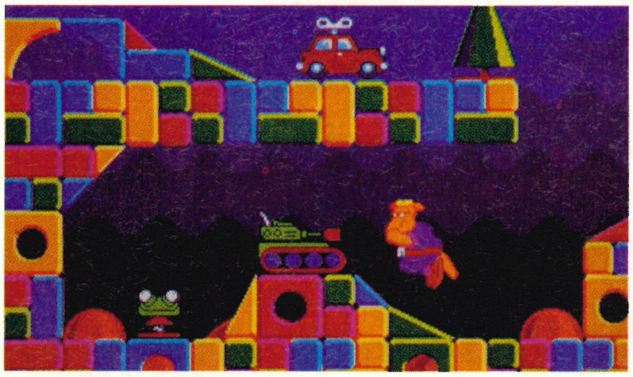
EXCELLENT DIZZY

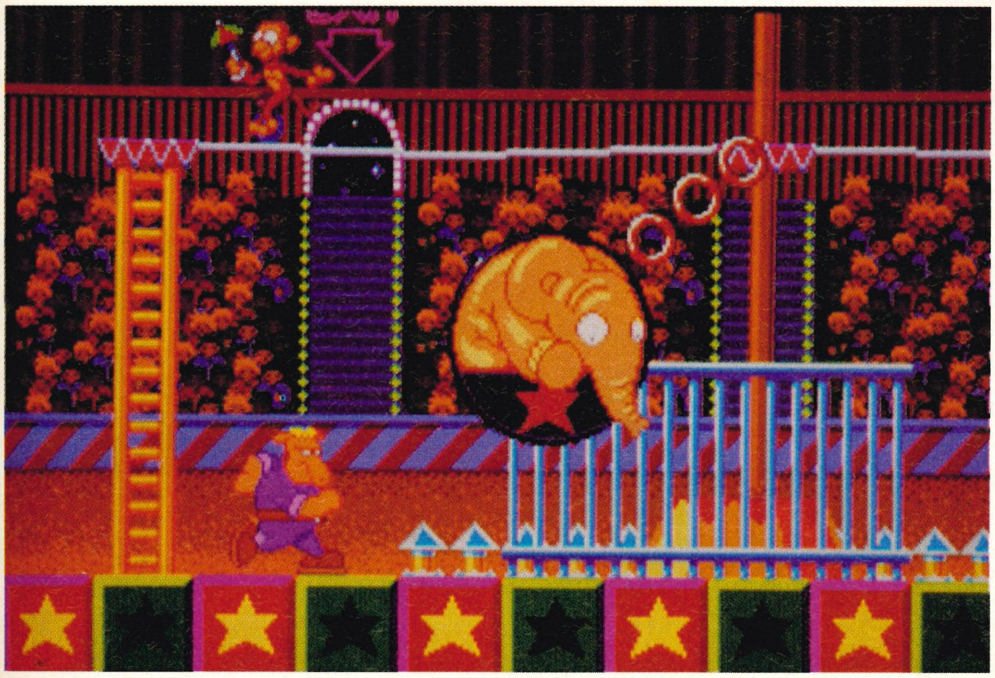
Fresh from his fantastic adventures, the hero of the Yolk Folk returns in not one but three new games, all on one cartridge. In Dizzy the Adventurer the eggy explorer sets off on a magical quest travelling through mystical lands to save his beloved Daisy once again. Go! Dizzy, Go! sees little Dizzy travelling through Wizard Zak's five evil worlds, pushing and shoving blocks to crush demonic beasts. Panic! Dizzy is the third game and is a highly playable and challenging puzzle game designed to blow your brain. Panic! is great fun, especially in two-player mode. With three original games on one cartridge how much more value for your money can you get?!

CODEMASTERS

AARNIE

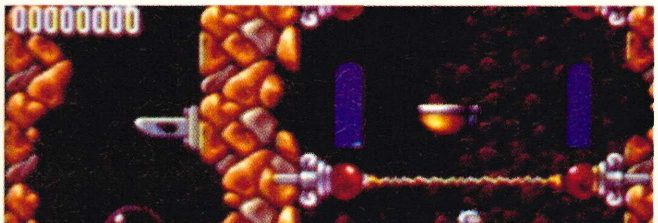
Not content with having Dizzy as one of the best-selling computer game characters of all-time, Codemasters has developed a new cute character for you by the name of Aarnie the Aardvark. Aarnie is a TV fanatic and some pesky gremlins have invaded his set. Armed with his tool-box, Aarnie must fight his way through six levels of TV programmes ranging from Zany kids TV to spooky late-night horror films.

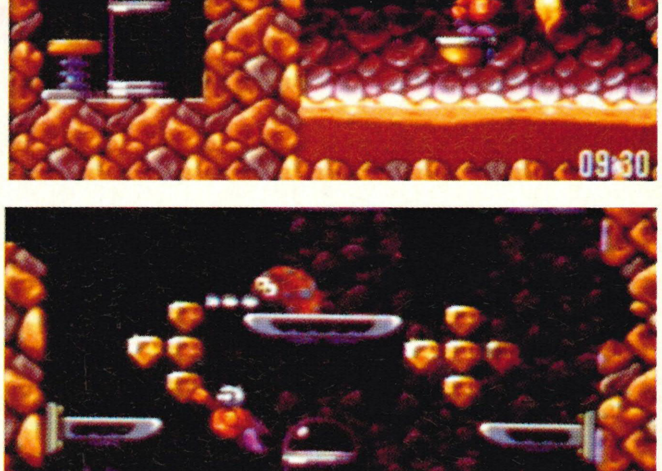


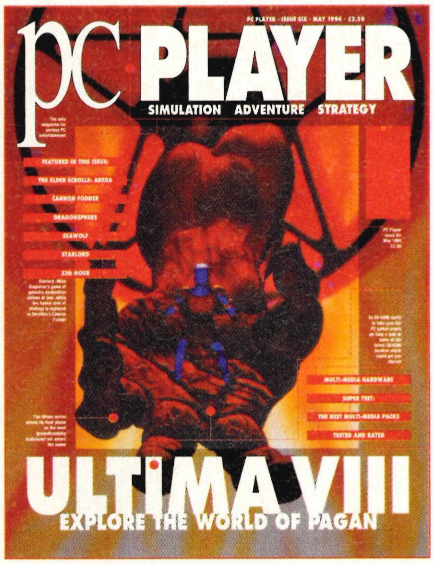


DYNAMO

Codemasters is also soon going to release a new platform game by the name of Dynamo. At the time of writing we have very few details regarding what the game is like, but take a look at the screen shots below for a sneak preview at what seems to be a very promising title. The programmers at Codemasters have been very busy indeed designing some great new games, all of which should be out later on this year.



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VIRTUA RAC

Allie West almost wet her knickers in anticipation of this title and at last it's here. See that puddle? That's Allie that is!

Virtua Racing

BY: SEGA

SEGA

16-MEG WITH SVP

STYLE

RACING

PRICE £69.99

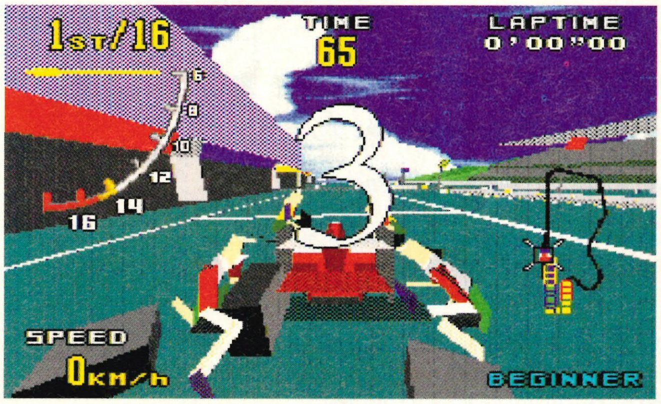
PLAYERS 2

SKILL SETTINGS 3

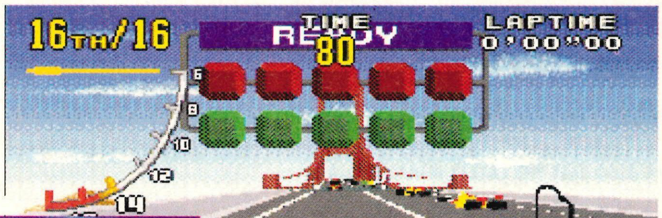
RELEASE DATE

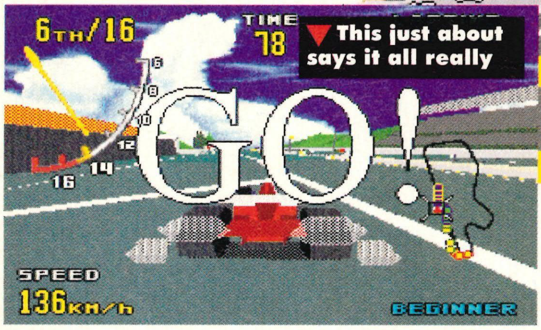
OUT NOW

Virtua Racing has been the most talked about game of the century, boasting the revolutionary SVP chip and almost arcade-perfect speed. However, it hasn't really been over-hyped (not to the standards of Mortal Kombat and Street Fighter II at any rate). It would seem that Sega is going to let it roll on its own merits and the success of the arcade machine.


1ST/16
TIME
65
LAPTIME
0'00"00
3
SPEED
0KM/H
BEGINNER

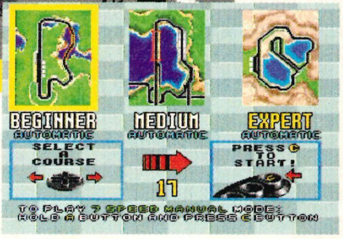
▲ Although you're about to start the race, your pit crew insists on changing your tyres – impeccable timing or what!?


16TH/16
TIME
80
READY
LAPTIME
0'00"00


6TH/16
TIME
78
GO!
SPEED
136KM/H
BEGINNER

▼ This just about says it all really

▲ On your marks...Get set...er, anyone know what to do now?

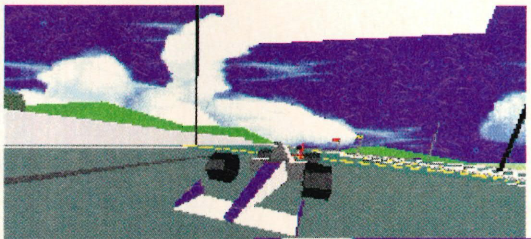

BEGINNER
AUTOMATIC
MEDIUM
AUTOMATIC
EXPERT
AUTOMATIC
SELECT A COURSE
17
PRESS C TO START!
TO PLAY 7 SPEED MANUAL MODE: HOLD A BUTTON AND PRESS C BUTTON

◀ There are three courses to choose from – naturally the beginner course is the best one to start on!

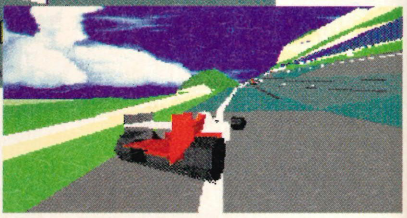
VIRTUAL NO LONGER. NOW IT'S REALITY

Whichever way you look at it Virtua Racing is a revolutionary game. OK, so it has only been made possible thanks to the Sega Virtua Processing chip but hey, what's one chip among friends? The point is that a couple of years ago it looked as though arcade-quality games would never find their way in to the home, yet here we are just a short way down the line and already Virtua Racing has proved just how wrong we were.

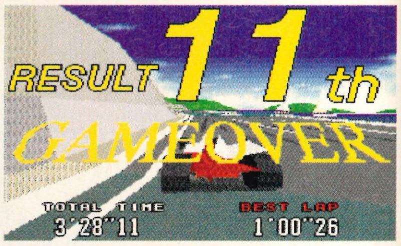
The biggest shock is that the Mega Drive version has retained all the speed of the arcade original – we knew it was going to be fast but just HOW fast is another matter! We have played the game on both SCART and PAL machines and surprisingly there isn't that much in it, with both machines coping with the screen update at a phenomenal rate. At top speed the game gets so fast that it is difficult to manoeuvre quick enough to avoid hurtling into a crash barrier or another car. No matter what perspective you're viewing the track from, the sense of speed and realism is staggering, with the only thing lacking from the arcade version being the juddering steering wheel.



◀ Not quite a Ferrari but never mind, eh?



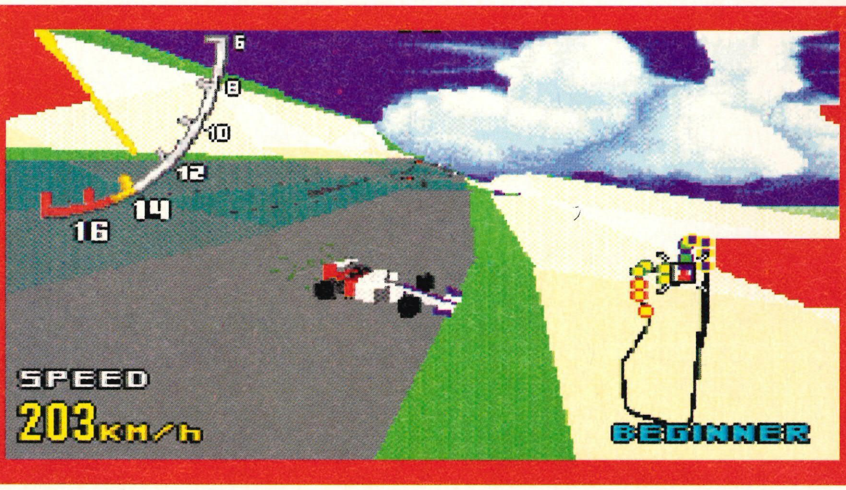
▶ Whoops, you took that corner a little wide. Ever heard of the racing line?

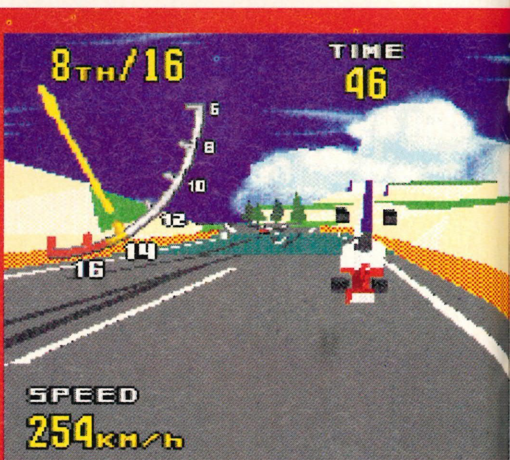

RESULT 11th
GAMEOVER
TOTAL TIME
3'28"11
BEST LAP
1'00"26

▲ How crap are you?! What kind of finish do you call that?

CRASHING

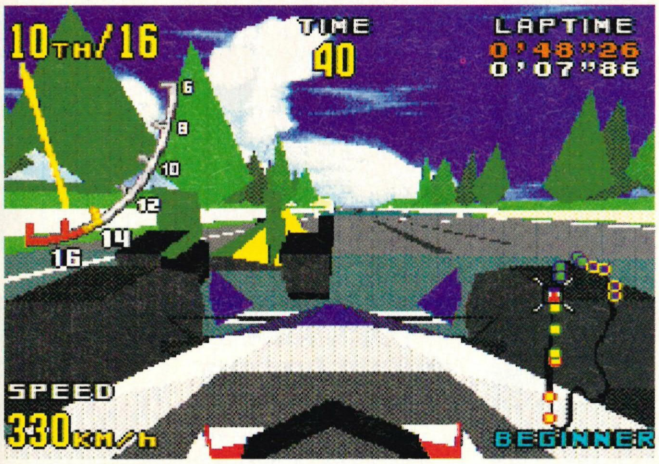
Thankfully there's plenty of crashing and flipping of the cars. Depending on which perspective you're playing in, the crashes range from the bland to the spectacular. All of them send you spinning off in all directions, only to land facing the right way again!


SPEED
203KM/H
BEGINNER


8TH/16
TIME
46
SPEED
254KM/H

CING

THANKS TO: COMPUTER EXCHANGE – 071 916 3110 FOR THE LOAN OF THIS AMERICAN IMPORT CART.



▲ **Oh dear, what a close call!**

IT'S A FUNNY OLD GAME

If we look at the game on its own merits, is Virtua Racing really anything more than a fancy graphical demo displaying exactly what the Sega Virtua Processor (SVP) chip was designed to do – produce near on 500 polygons per second, forsaking everything else? The answer to that, my friend, is a resounding "No".

AM2, the Japanese programming team who developed this masterpiece of a game, has not only managed to incorporate the distinctive graphical style and features seen in the arcade version, but it has also retained all the gameplay. The controls are smooth, responsive and uncomplicated while a variety of difficulty levels offer plenty of gaming potential for players of any standard.

The main beauty of Virtua Racing when it comes down to gameplay is the simultaneous two-player mode that utilises a very effective split-screen mode. The amount of polygon detail has been reduced slightly to retain the same speed seen in the one-player mode, but this does not reduce the quality of Virtua's gameplay in any way whatsoever. The only down point here is that you only race the other human player – all the other computer-controlled racers have been removed from the game, making it a purely one-on-one encounter.

ROOM WITH A VIEW

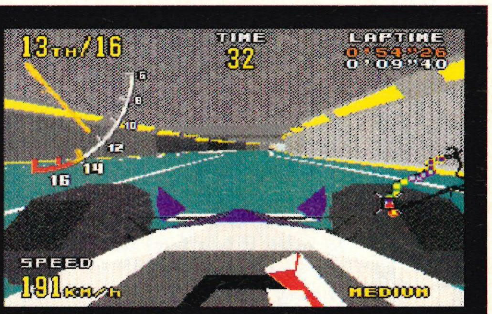
From the outset you'll be amazed by the quality of the graphics – not just the speed of the polygon update but the amount of detail that has been incorporated in to both the landscapes and cars. The polygon shapes that you see on the screen are not merely block colour shapes pasted together to form something vaguely recognisable – it would have been very easy to make the car nothing more than a rectangle with four wheels! Instead the vehicles are wonderfully constructed Formula One cars with all the fins and trimmings, and the landscapes are stippled with colour to create depth. In addition, the inclusion of trees, crash barriers, skid marks, Ferris wheels, jutting cliff sides and ominous suspension bridges makes the overall image all the more believable.

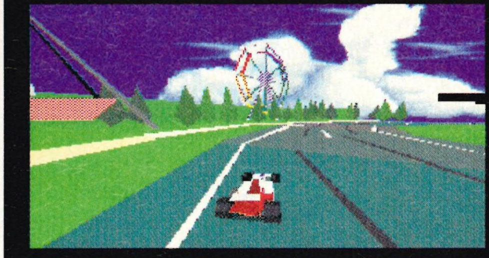
As you whiz round the tracks you can't help but drop that bottom jaw in amazement when you see the landscapes weave and rotate around you with outstanding fluidity. When you climb one of the many banked corners the whole screen gently swings to one side without any effort, as you battle to hold the road after realising that the corner was slightly tighter than you first anticipated!

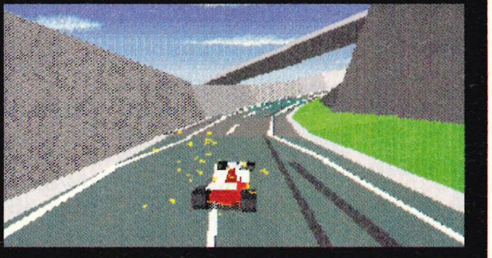
The execution of all the graphics seems relatively effortless…glitch, what glitch? However, they do tend to get a little bit blocky over the horizon, but what the hell do you really expect from a 16-bit machine, Ridge Racer?! When playing the game from a bird's-eye view the machine simply can't handle the amount of polygons needed to create a smooth landscape and as a result vast chunks of the surrounding area are missing. However, it's nigh on impossible to play the game in this mode anyhow, so we're not being as harsh in our criticism as we could have been!

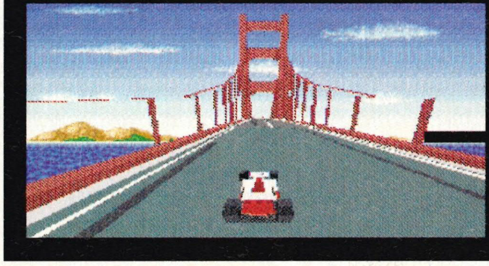
SCENERY

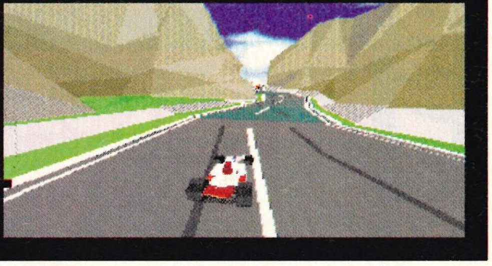
The three tracks are far from bland, with the landscapes changing to brighten the track side. Here you can see a variety of landmarks, ranging from a Ferris wheel to boats on the sea, that you can look out for as you take a leisurely drive around the tarmac

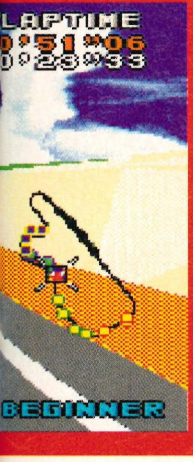


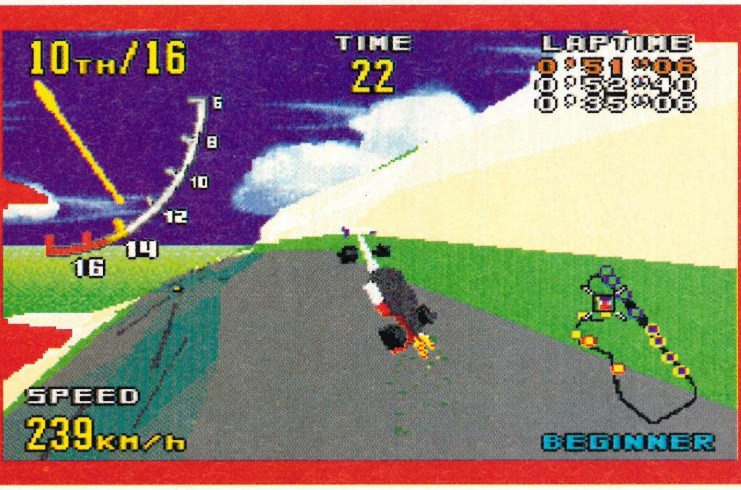


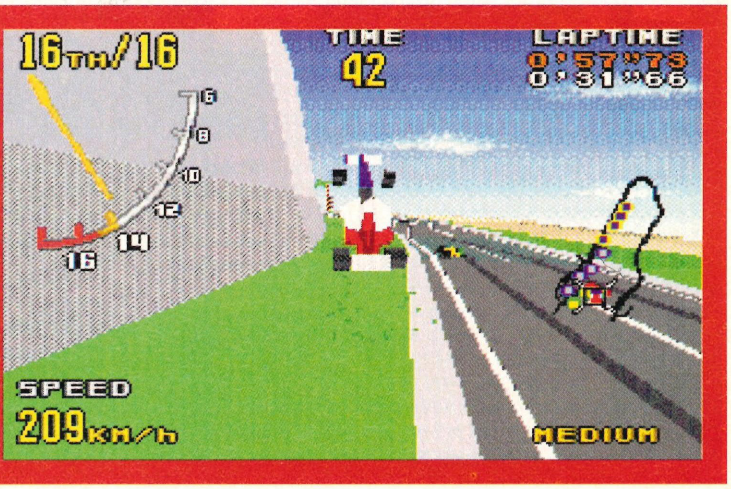












FOLLOW IN MY TRACKS

We've said that there are a wide range of difficulty levels included in the game, however at a quick glance you may not think that this is the case due to there being only three race tracks to tackle. They range from beginner through medium to expert and vary in basic track design rather than the number of opponents or hazards on the track. The beginner course is a smooth track with long straights, wide banked corners and gentle wiggles whereas the expert track comprises of extremely narrow chicanes and long winding stretches with very little room in which to manoeuvre. All the races feature 20 drivers at the start line and numerous check points are positioned along the length of the track to extend your ever-dwindling time limit, but that still doesn't make the game easy.

Then there are the difficulty modes found on the options screen – you can select between easy, normal or hard. Depending on which mode you opt for, the level of intelligence of the opposing drivers changes and the time limit looming over each race changes in length. On the hard mode the time limits are so stupidly tight that even on the beginner course you are hard pushed to make it round one lap in time. There are still more levels of difficulty – in two-player mode you also have handicap levels ranging from one to five, allowing you to pit yourself equally against your racing partner thus making the game much fairer.

However, despite the number of difficulty settings we still found the three tracks to be somewhat limiting – it would have been nice to see at least five tracks included for that extra spice and variety. Having said that though, there is a 'mirror mode" cheat included somewhere within the game that completely flips the tracks, creating complete mirror images of their former selves. Admittedly this does effectively give you another three tracks to race around, but you've got to discover the cheat first!

THE SECOND OPINION

RICH

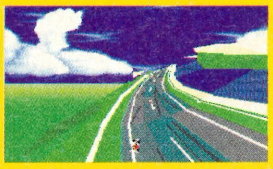
Considering how powerful the arcade machine was, it's incredible that the Mega Drive version is so close to the original. OK, there's only 16 colours on screen and there's a lot of stippling... but so what? It's fast, smooth and it plays like a dream – especially in two-player mode.

Bits are disappointing (like the lack of any other cars on the two-player game and some of the sound effects), but on the whole it's an excellent game. What a pity it's so expensive though!

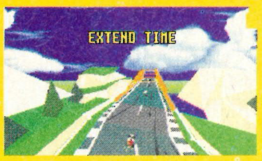
12TH/
16
SPEED
280

MAPS AND TRACKS

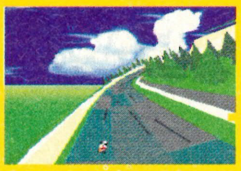
BEGINNER



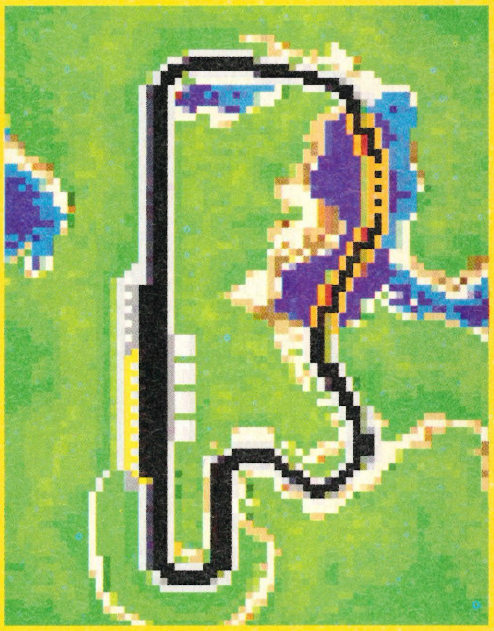
Although this corner is banked, it is possible to take it too fast so try and take the racing line

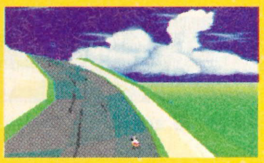


Again, take the racing line and try not to hit the barrier just before the bridge or you'll go flying

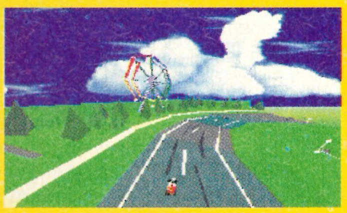


This is a wiggly bit, so try and slow down before you enter this chicane or you'll find yourself spinning in to the sand



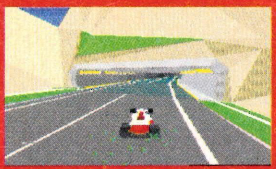


Slam the brakes on! The corner may be banked but if you attack this too fast you'll be biting the dust, big time!

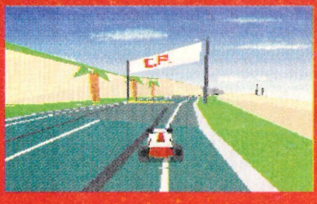


As soon as you see the Ferris wheel, slow down. The corner is a lot tighter than you may think it is

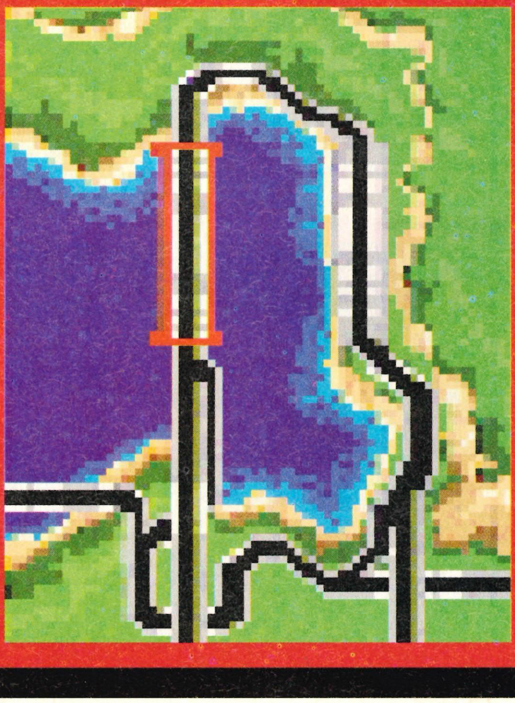
MEDIUM



The first corner approaches far too quickly and if you are in one of the harder perspectives you won't see the bend at all



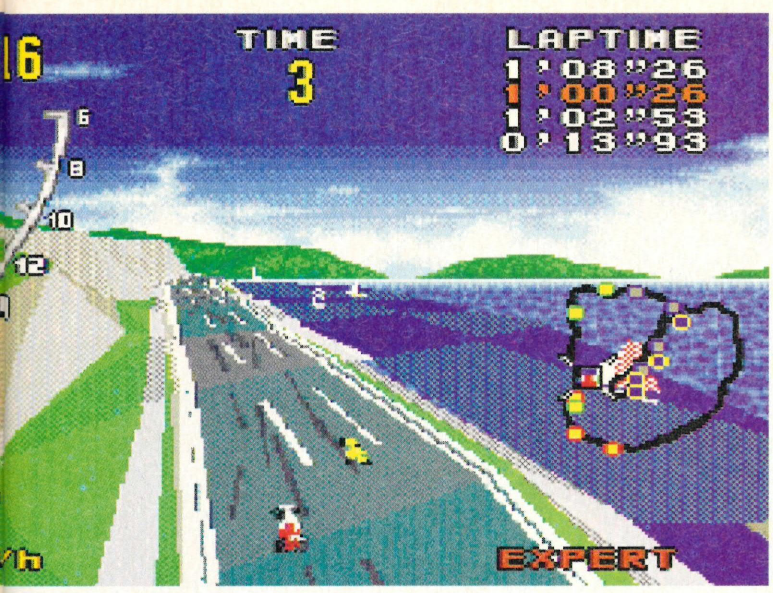
Watch out for the tunnel – make sure you're not playing in the bird's-eye view or your view will be completely obscured



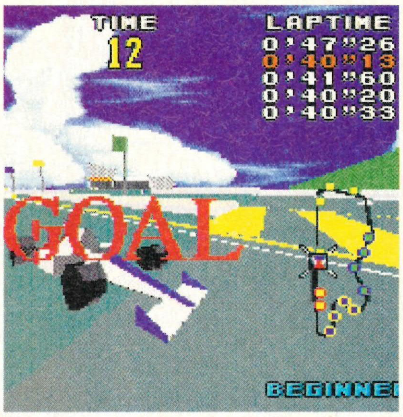
This section of road gets very narrow indeed. Try not to make any rash movements on the joypad

Approaching the final straight. Keep your cool and then storm to the finish line

Approaching a nice wiggly bit. Watch out for the barriers indicating which way the road is bending. Although you can't crash into them as such, you will hit the scenery behind



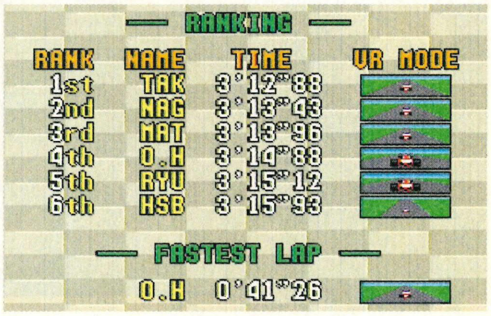
◀ Here we have a nice coastal view, but there's no time to admire the scenery



▲ Er, sorry, did I just score a goal? But I thought I was racing!

TACKLE THE PROBLEM FROM A VARIETY OF ANGLES

One aspect of the arcade game that we weren't sure how the programmers would tackle is the range of different views available. As you know, there are four distinctly different perspectives from which you can play the game, namely in the cockpit, directly behind the car, chasing and from a bird's-eye view – all of which are included in the Mega Drive game. On a standard three-button pad you cycle through the views using the C button, however on the newer six-button pad the extra three buttons are used in conjunction with the C button. From this the screen quickly and smoothly pans in and out to create the new view, the most impressive of which is the cockpit view where you glide through the shell of the car and watch the vehicle rebuild itself around you at close proximity – smart! This mode, although difficult to race in because you can't see what's approaching, is by far the most impressive, with the driver's hands moving realistically on the steering wheel.



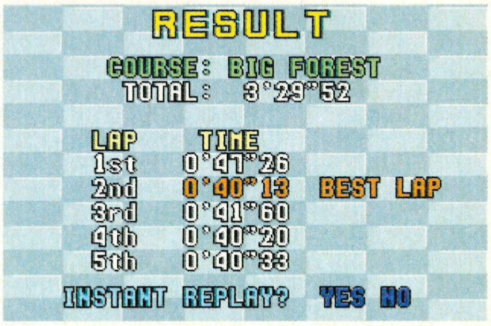
— RANKING —

RANK	NAME	TIME	VR MODE
1st	TAK	3'12"88	
2nd	NAG	3'13"43	
3rd	MAT	3'13"96	
4th	O.H	3'14"88	
5th	RYU	3'15"12	
6th	HSB	3'15"93	

— FASTEST LAP —

O.H 0'41"26

▲ If you finish fast enough you get the chance to appear on the best time ranking screen



RESULT

COURSE: BIG FOREST
TOTAL: 3'29"52

LAP	TIME	
1st	0'47"26	
2nd	0'40"13	BEST LAP
3rd	0'41"60	
4th	0'40"20	
5th	0'40"33	

INSTANT REPLAY? YES NO

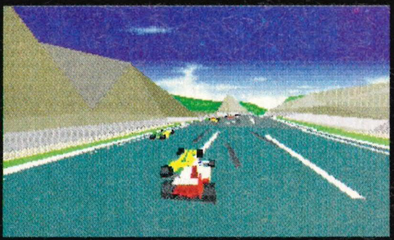
▲ Congratulations – you've got the best lap time. Enter that name, quickly

LET'S JUST TAKE A LOOK AT THAT AGAIN, SHALL WE?

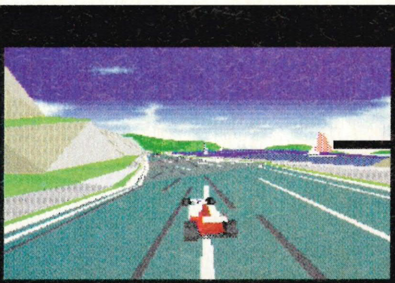
The Mega Drive version does get 'one-up' on the arcade game by incorporating an instant replay mode, as seen on the big eight-player tournament VR arcade unit. This instant replay facility gives the player the opportunity to watch their entire race again from a variety of third-person perspective camera angles. Initially the replay mode unfolds as you view the race from the sidelines as if you were watching a real Grand Prix at home on your TV, with the cars whizzing past you at a phenomenal pace while the camera concentrates on your car. The speed at which the graphics are generated to create this effect is awesome, and the screen update as the view switches between the trackside cameras is incredible. There is also the top-down view where your car looks like a Micro Machine dwarfed by masses of intricate landscapes!

It's nice to see that the programmers have really thought about the Mega Drive version of Virtua Racing and not simply been content with converting the arcade game as it stands.

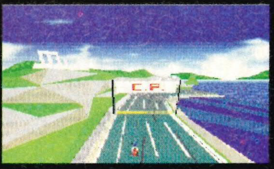
EXPERT



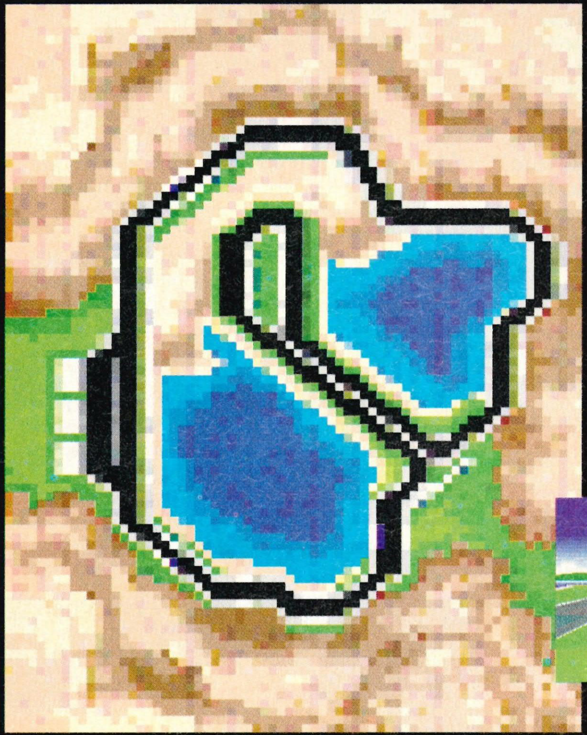
Pay attention to the arrow barriers – they're there for a reason you know!

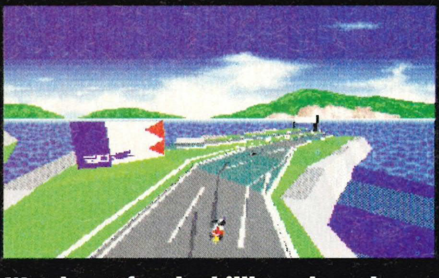


This bend leading on to the coast is extremely tight. Although you can't spin off in to the sea, you will be slowed down dramatically if you muck it up here

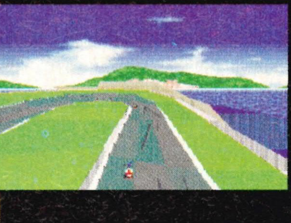


You can whack it through this canyon at considerable speed, but try and keep the straightest line possible to retain your speed

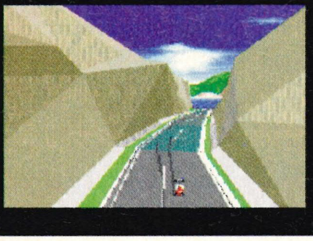




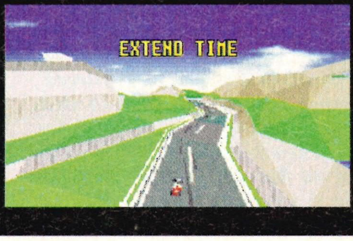
Watch out for the billboards and slow right down in order to get round this bend, or you'll smash into the barriers and flip all over the place



The hairpin is extremely tight. Simply slowing down won't do – you'll have to use your brakes as well!



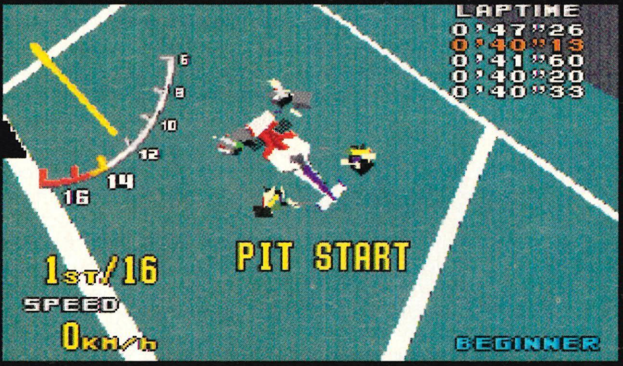
A nice little wiggly bit just before the finishing straight – it isn't as painful as it looks!

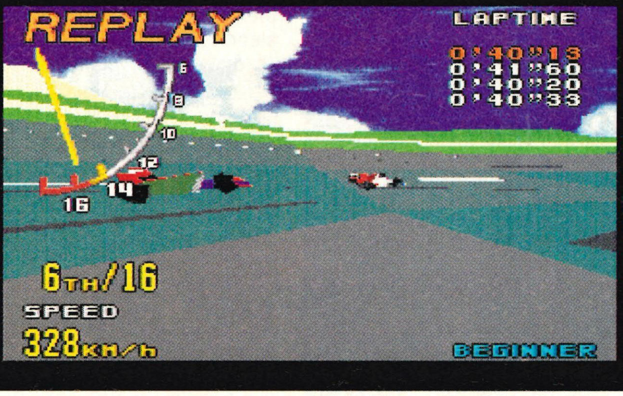


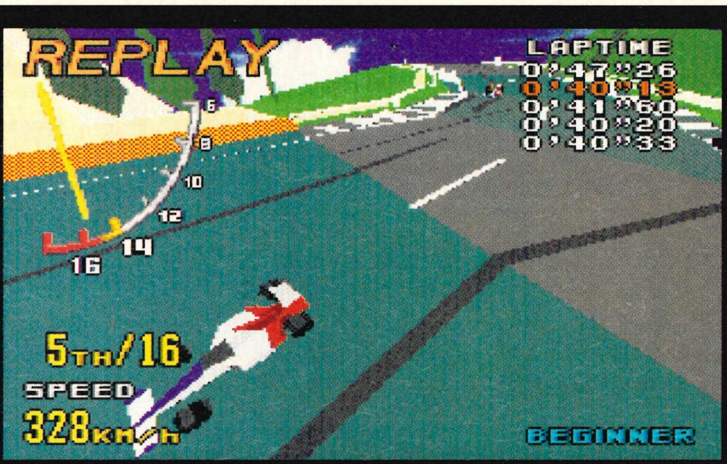
Coming out of the hairpin you are faced with a similarly tight bend. Don't bother with the brakes – just slow down

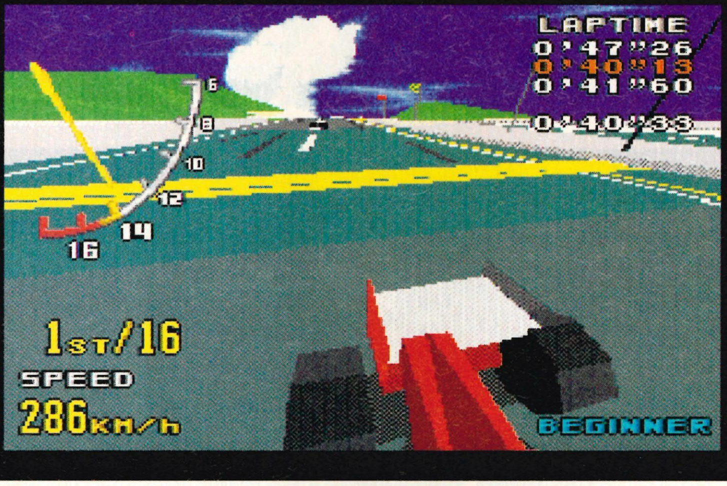
REPLAY

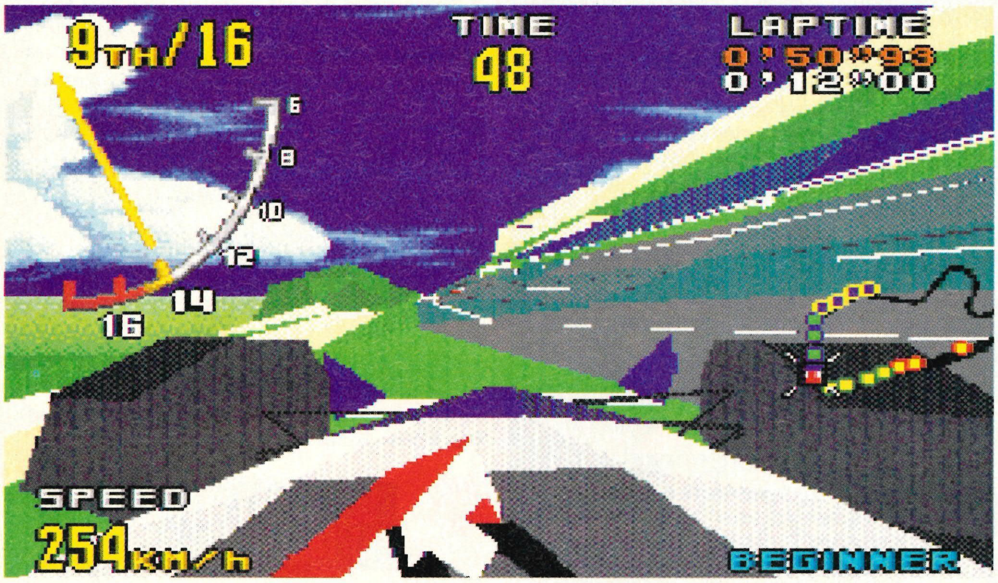
The Instant Replay mode is a completely new feature that only the Mega Drive version of Virtua offers to the player. After completing a course successfully you get to watch the whole race again from a wide range of camera angles. Here we take a look at the highlights of today's exciting race...


LAPTIME
0'47"26
0'40"13
0'41"60
0'40"20
0'40"33
PIT START
1ST/16
SPEED
0KM/h
BEGINNER


REPLAY
LAPTIME
0'40"13
0'41"60
0'40"20
0'40"33
6TH/16
SPEED
328KM/h
BEGINNER


REPLAY
LAPTIME
0'47"26
0'40"13
0'41"60
0'40"20
0'40"33
5TH/16
SPEED
328KM/h
BEGINNER


LAPTIME
0'47"26
0'40"13
0'41"60
0'40"33
1ST/16
SPEED
286KM/h
BEGINNER

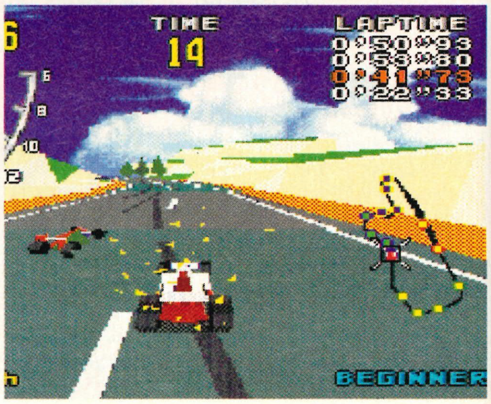

9TH/16
TIME
48
LAPTIME
0'50"93
0'12"00
SPEED
254KM/h
BEGINNER

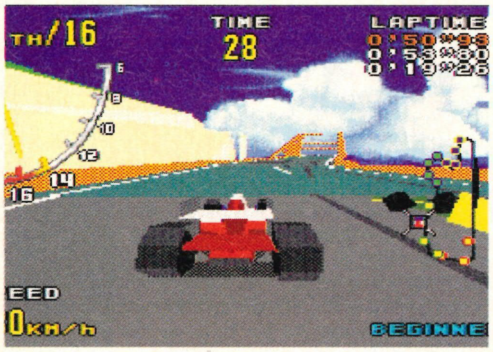
◀ The in-cockpit view looks the most spectacular of all four perspectives but it is very difficult to see approaching hazards and corners due to being so close to the ground. If you want a greater challenge, then play in this mode

EXCUSE ME!

The music accompanying the game is almost identical to that in the arcade game and all of it seems to be reproduced with surprisingly clarity. Even the little jingles heard when steaming through a checkpoint are familiar, but sadly the sound effects have not been recreated with the same gusto or power. The roar of the car engines is downright annoying, sounding more like a fly bashing pathetically against a window than an F1 car! One thing that does impress though is the digitised speech heard at numerous points throughout the game – although it is a little bit raspy in places, you can easily decipher what is being said and every little bit adds to the overall feel of life behind the wheel. To be honest though, the sound is the game's weakest aspect. Thank heavens for volume controls!

▼ The third-person perspective is by far the most favoured viewpoint here in the office. We have found that although the detail on the car has been greatly reduced, you can easily see what is approaching and therefore can plan your route around the corners with more success


TIME
14
LAPTIME
0'50"93
0'53"80
0'41"79
0'22"33
BEGINNER

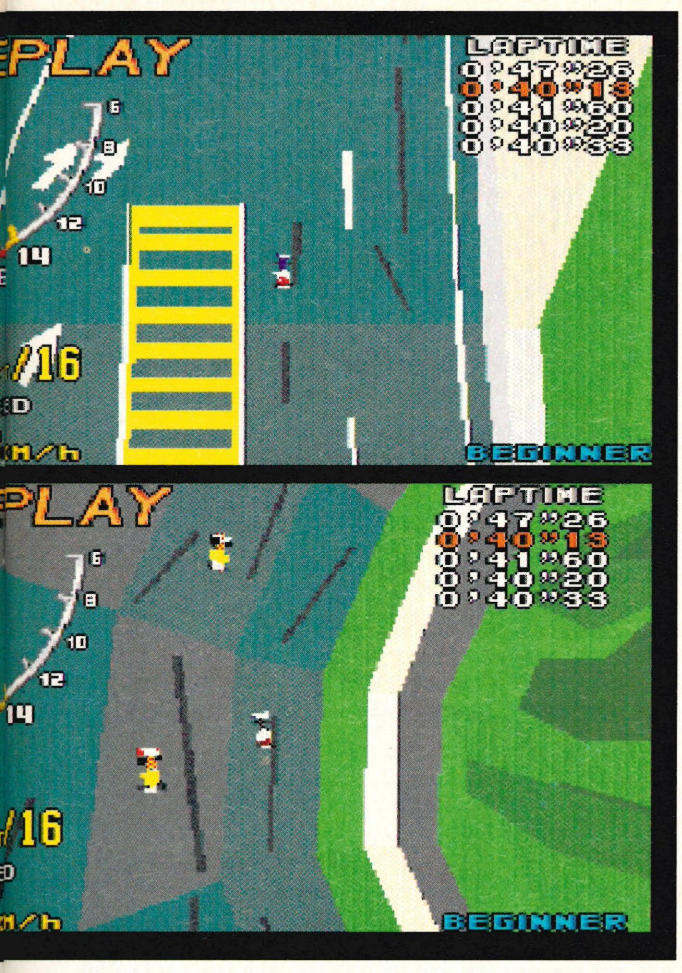

TH/16
TIME
28
LAPTIME
0'50"93
0'53"80
0'19"26
0KM/h
BEGINNE

▲ This is the chasing perspective where the view is raised slightly, therefore allowing you to see further off into the distance. However, it is still difficult to see some of the corners and as result this mode presents a real challenge

THE SECOND OPINION

JAG

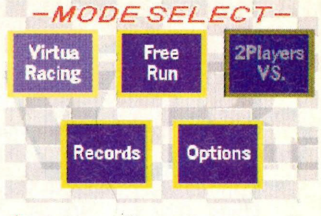
Wow! Is this really running on the 16-bit Mega Drive? Unbelievably, the arcade machine has been crammed into a 16-meg cartridge! The graphics are outstanding and the game plays brilliantly. A question hangs over the price and you must decide yourself whether you want to pay that much for a game. Whatever you do, you must try this game out because it is the finest arcade conversion yet on the Mega Drive. To cap it all there is even a two-player split-screen mode. With three courses and three skill levels you won't tire of this game quickly, and even then there are the mirrored courses to race. Have a go at racing in hard mode on the expert track from cockpit mode and then see if you can win!



LAPTIME
0'47"26
0'40"13
0'41"60
0'40"20
0'40"33
/16
BEGINNER

THE HOME STRAIGHT

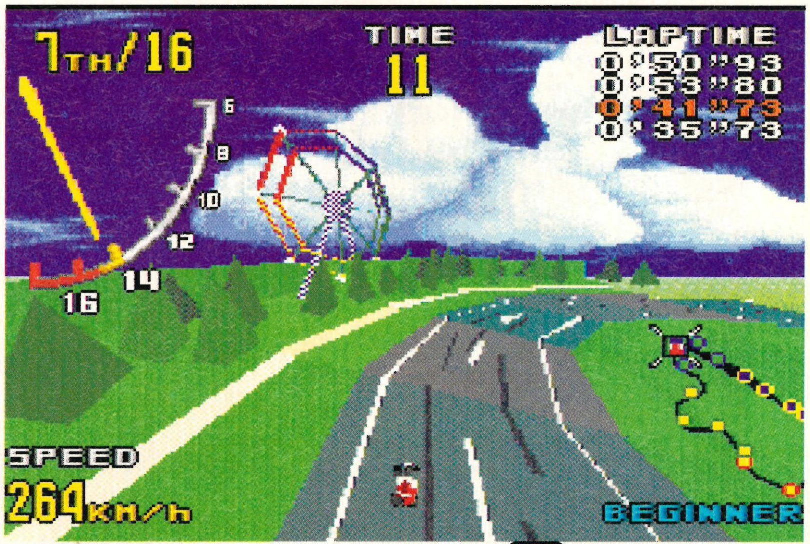
So, was it worth the wait? Well, in a word, yes. Virtua Racing is undoubtedly the best driving game on the Mega Drive to date and whether you like racing games or not you will be hard pushed not to find this game irresistible. SVP chip or not, what the Mega Drive is actually pumping out at such a tremendous rate can't be sniffed at. To experience the full frontal attack of the game we found that it is best to play on a large-screen TV and link the audio up to your hi-fi – the effect is almost as good as playing it in the arcades. This really is the closest we're going to get to an 'arcade in the home' for another few years at least. The only thing that really lets the game down is the lack of tracks and the hefty price tag – even on official release you're still going to have to splash out £70. Now, the big question is – is this a luxury you could do without or a necessity?



–MODE SELECT–
Virtua Racing
Free Run
2Players VS.
Records
Options

▲Virtua offers three main game modes – full Virtua tournament, practice runs or two-player. You can also customise the difficulty levels in the options screen

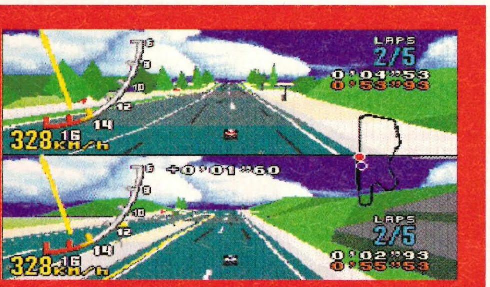
▶The bird's-eye view gives much cause for concern. Firstly the landscapes start to glitch because there are simply too many polygons on the screen at any one time, and also the car looks like a micro machine. However, you can see what is approaching if the graphics don't glitch too much!

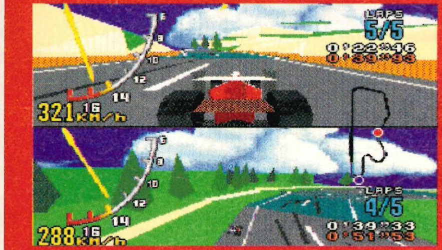


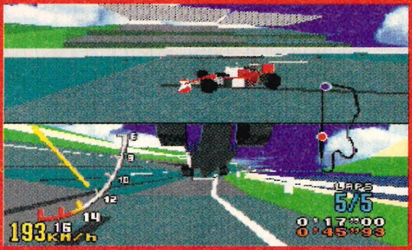
7TH/16
TIME
11
LAPTIME
0'50"93
0'53"80
0'41"73
0'35"73
SPEED
264KM/h
BEGINNER

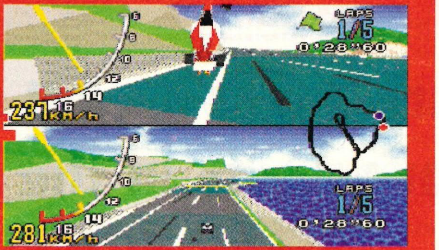
TWO-PLAYER

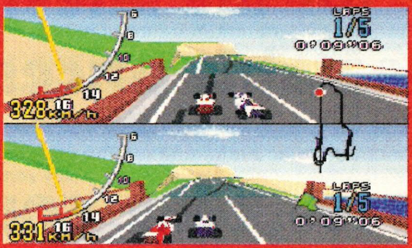
The two-player mode is played simultaneously and in order to retain all the speed of the one-player game, the graphics are lacking somewhat in detail. However, as you can see from this variety of two-player shots, the screens still look bloody fantastic! One thing we found rather strange in this mode is the absence of opposition, with the two-player mode being exactly what it says – for two racers only!

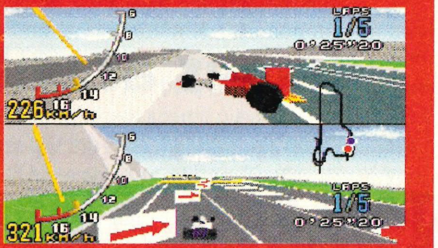


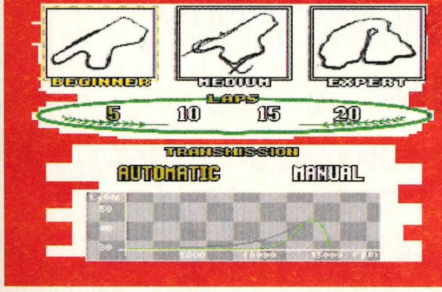




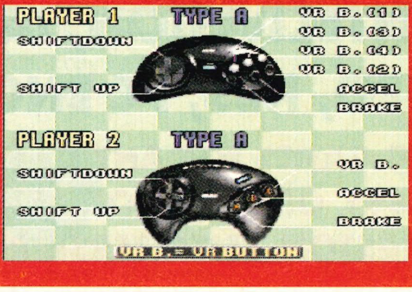




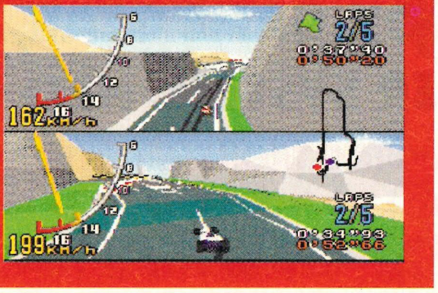




BEGINNER
MEDIUM
EXPERT
LAPS
5
10
15
20
TRANSMISSION
AUTOMATIC
MANUAL



PLAYER 1
TYPE A
SHIFTDOWN
SHIFT UP
VR B.(1)
VR B.(3)
VR B.(4)
VR B.(2)
ACCEL
BRAKE
PLAYER 2
TYPE A
VR B.
ACCEL
BRAKE
VR B.= VR BUTTON



%RATINGS

REFLEXES STRATEGY CHALLENGE THOUGHT

95% PRESENTATION
Oozes quality. Just like watching a real Grand Prix on TV

96% GRAPHICS
The detail is incredible and boy, is it fast?!

90% SOUND
Familiar tunes from the arcade game with crisp digitised speech

95% SHORT TERM PLAY
Instantly accessible

94% LONG TERM PLAY
One gripe – why aren't there more tracks?

OVERALL 93
Shows what can really be achieved when somebody puts their mind to it, but it is very expensive

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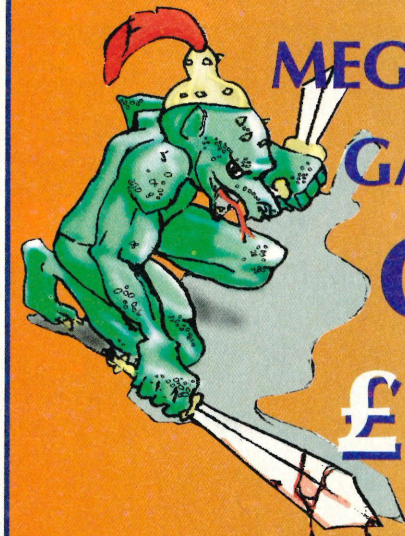

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Lloyd's Barber Shop

Howdy people. That poor old Lloyd bloke hasn't had a good time of late. We all know that a while back he got kidnapped by aliens and saved the human race in an awesome battle of wits, but nothing could prepare him for what happened afterwards...

Skipping home merrily he got run over by a steamroller driven by a certain Mr J Fielding from Hants. The medics did all they could, but to no avail. Yes folks, I know it will come as a shock but unfortunately he survived and we still haven't got rid of the stupid git.

If you have any get-well cards, gifts or anything that is generally insulting that you might like to see in our hallowed pages then rush them promptly to the world's most hated staff writer at this address;

Lloyd's Barber Shop,
Maverick Magazines,
16-17 Hollybush Row,
Oxford.
OX1 1JH.

NEON

Dear Lloyd,

I am writing to you to ask what kind of qualifications you need to work for MegaTech. I am 15 years old and want to work for a computer magazine when I leave school.

Now that I have asked that why do MegaTech and other Sega magazines all say that the full-motion video on the Mega-CD is terrible? It isn't as bad as you all say. I am a proud owner of a Mega-CD and I have Sewer Shark, Night Trap, Road Avenger and Batman Returns, and the FMV on Sewer Shark and Night Trap is pretty good considering the Mega-CD can only handle 64 colours on a screen at one time.

Is it true that there is going to be something for the Mega-CD so it can have 128 colours on a screen at once – if so when will it be coming out and at what price. Is the Saturn as good as it is supposed to be and when is it coming out in the UK and how much will it be?

James Filer, Thornbury

PS If you don't print my letter can you send me the information I asked for.

PPS How do you copy on the Mega-CD as there is an options screen that says you can copy from Mega Drive to Mega-CD and vice versa.

LLOYD: To get a job here you have to have three qualifications;

1) You have to be unfeasibly good at games.

2) Be a good writer.

3) Be incredibly intelligent and handsome. (And be unable to count – Amanda.)

Admittedly the FMV on a lot of games is OK but some of them look terrible. Some clever little so and so has come up with a routine called Cine-Pak that effectively increases the amount of FMV data you can get on a CD by compressing it to death, so effectively more data can be stored and the picture quality can be improved (check out Double Switch). In Japan you can get a doobry that plugs in the cart slot and you can copy data files to and from it which means you can save loads of games.

APPLE

Oh Lloyd,

I want a word with you. Last month (issue 27) I wrote in my letter that you ride a girl's bike and wear knickers on your head. I'm writing in disgust and to tell you to sort your life out. I bet you're the sort of person who gets scared playing games like the Little Mermaid and think it should have an 18 certificate. That's enough slagging for this month let's get down to business. You WILL answer the following questions in exchange for your pathetic life.

1) When is the Sega Saturn coming out and will the games be as good as people say?

2) I have just bought 'Ground Zero Texas' for the Mega CD and I am having trouble. Can you tell me any cheats

3) I still can't complete Altered Beast and I play it every day, can you help me out?

4) You sound good at games so can you give me any hints on how to beat my brother and his mates as they are far better than me and my friends?

5) Can you be my friend because I haven't got many. Joke.

I'm begging you to print this letter as my brother says you make up all the letters and he says you're full of crap.

Rob Neil Benny, Harrow Weald

PS I will continue reading your magazine if you print this letter.

LLOYD: Hmmm. Something seems a bit wrong here somehow. I'm the only one who's allowed to have a go at people on this page matey peeps, but I'll let you off seeing as you've obviously got no mates (no joke). Details of the Saturn are still sketchy. It should be out in Japan and America around next Christmas and cost $250 approx. Needless to say something is bound to happen in the meantime and all the release plans will change. I always find the easiest way to beat someone is to use a frying pan or other blunt instrument, or maybe even pay someone else to do it for you while you set up an alibi. Here are the only tips I know for GZT:

1) Shoot the bad guys.

2) Don't get shot by the bad guys.

TURQUOISE

Dear MegaTech,

I thought you might be interested to know all the moves and fatalities for each combatant in 'Mortal Kombat II' so I have sent this list in hope that for all my troubles you could send me a 'Mortal Kombat II' machine so that I can find more secrets. If I find anything new I will inform you straight away. Please, please, PLEASE answer my request and I will be internally grateful

Jeremy Mitchell, Doncaster

PS If I win the arcade machine I would like it to be version 2.0, not 1.0. Thank you.

LLOYD: Oh all right then. Do you want anything else as well? How about a couple of Super Street Fighter machines or maybe the spare eight-player Virtua Racing network system that I happen to have lying out in my back garden? I might even throw in an AS-1 for good measure. Actually I was going to send you one but you said you'd be internally grateful and

I'm not that way inclined thank you very much.

AMBER

Dear MegaTech,
Sega have done it!
"What?" I hear you ask.
Well, sit back and let me tell you…

I am finally giving up on them. After over a year as a loyal player (look how many letters I have sent you in the past), I've played the machine, read the magazines and worn the Tee-Shirts, I am now thinking of selling my Mega Drive and Mega CD.

Sega are simply taking the p**s out of their consumers. I, like most people, can just about spare £40 now and then for a game, but not £50-60 which seems to be the average price for a game now. Look at Virtua Racing, rumoured to cost £80-90 when it comes out. OK, this may be the best thing since the silicon chip but surely they have outpriced themselves this time.

How many people are really going to think the game is worth that much? I have a feeling most of them will wait for the hire shops to get it in or for shops to sell second-hand copies.

I have to keep my Mega Drive for a few more months because I promised the National Trust that I would do a sponsored Sonic the Hedgehog play for them but once that is over I will be selling the Mega Drive and CD, and spending the money on my PC. However don't be too sorry, I am still going to buy *PC PLAYER* that Maverick Publish so you won't lose me altogether.

I know you printed my full address in the latest issue for people to write to me, but as I say I will probably have the Mega Drive for a few months yet.

Well, it has been fun writing to you and I wish you all good fortune in the future.

Ashley Price, Lewes

LLOYD: Farewell Ashley, I have really enjoyed our little correspondences. I quite agree that game prices are getting ridiculous now and I can't really blame you for selling your equipment in favour of your PC as you obviously feel quite strongly about this sort of thing. Virtua Racing is a bit of an extreme example because it is the first game to feature the fabby SVP chip which is obviously going to chuck the price up a bit. The question is, are you willing to fork out £70+ for a game that you can play in your local arcade? At the end of the day it all boils down to consumer power – if game prices are too steep they won't sell. Codemasters made an absolute fortune selling dirt cheap games (some of which were a bit poor admittedly). Anyway, you've probably sold your Mega Drive by now and so won't buy MegaTech and thus won't read this reply ever. I could say anything I wanted really and you might never know about it, but I'm not going to as I'm not that sort of bloke. (Hee hee!)

SILVER

Dear Lloyd,
Just a few questions:
Will SimCity or a game like it ever come out as an official British cart? If so do you know when? I reckon you get a lot of letters every month and a fair few must be relatively sensible so why do you print letters like Mr Blobby's in issue 27?

Sensible Soccer is a brilliant game – you say so yourself. I realise the graphics are not very big or detailed but for their size they are excellent and anyhow if they weren't that size Sensi would not have such good gameplay, which is what good games are all about. Surely it's worth more than 80 per cent

How about some more of those public challenge things? Congratulations on a great mag.

Russell Binions, Kent

LLOYD: Unfortunately SimCity doesn't look as if it is going to appear on the Mega Drive which is a shame because it is such a good game. I even caused an embarrassing incident at a software industry bash because of it, but the less said about that the better! We do get loads of letters and a lot of them are from people with a combined IQ lower than that of a tin of sardines and we stick them in to show the rest of the world how stupid these people actually are. As for Sensi, you hit the nail bang on the proverbial head me old mucker. It may not be the most accurate footy sim but it plays wonderfully which is what counts. Personally I would have given it much more than 80 per cent but a lot of others disagree. For making sense and agreeing with me completely I promote you to chief floor sweeper of the barber shop. Congratulations.

PINK

Dear Lloyd,
Let me get straight to the point. I am having problems on levels 5, 6, and 7 on Another World for the Mega Drive. I would be extremely grateful if you would send me solutions to these levels.
Before I so rudely leave can you answer the following questions:
1) On SFII SCE a red fireball appears from Ryu's hand. How is it done?
2) Why aren't the dweebs Virgin planning to release Another World 2 on the MD?
3) Is there going to be a football management game released on the MD?
4) When will MK 2 be released on the MD?

Gary Smale, Lancs

LLOYD: Normally we would just print the answer to your games problems but these three levels are a bit big and the solution would take up all of my space, so I'm not going to. Why not write to Virgin (being more specific as to where you are stuck) and they might help. Mind you, they probably won't seeing as you called them all dweebs.
1) Legend has it that you focus your inner strength through your body and into your hands and the sheer energy that is released comes out in the form of a red fireball. Easy when you know how really. Doing it in the game is another matter completely – just reel off a few fireballs and your third or fourth one in succession should be a red one.
2) There are no plans to release Heart of the Alien on cartridge at present.
3) Unfortunately there is. Look out for news on a game imaginatively called Player Manager which should be coming out soon.
4) Around Christmas time hopefully .

ILLUMINATION

Dear MegaTech,
Please could you help me. I've just got hold of a copy of Landstalker and have been using your guide which is great but I am stuck on a puzzle in the thieves' hideout. It is the puzzle with two balls (one spiked and the other green) three types of switches on the floor that stop the balls rolling and a ladder going up. My problem is; what do you exactly do? I've already rescued the mayor and completed the rest of the puzzles so please help me as it's ruining my enjoyment of a brilliant game.

John Richards, Somewhere but I lost the address

LLOYD: Now this is the sort of game query I like. Short, specific, and easy to answer. I'm not going to make a habit of this as I want the letters page to be a forum for lively debate and jovial antics but this time I will help out. Stand on the green ball and wait until it rolls in front of the hole in the wall near the spikes. Then jump through. It may take a few goes (if the ball falls in a hole then try again) but that's all there is to it.

HAZEL

Dear Sir,
I am 14 years old and have been

reading your magazine for a long time. I am fascinated by your style of writing, especially the way you present your work. I own a lot of Sega hardware including a Master System, Mega Drive and Mega-CD, and software that includes six games for the M-CD, 18 games for the MD and six for the MS. I have a part-time job at the moment, receiving £18-22 a week, which is lucky as my parents do not buy me anything to do with computers, mainly because they believe all the hype they read in the newspapers.

My ambition in life is to become a journalist (editorial or publishing) involving Sega. I am writing to ask whether I could come along to your office to undertake some work experience from July 4th to July 15th. There is no need to worry about accommodation/transport.

Peter Cook, Northants

PS Bet you I can beat you on SFII and Sonic CD!

LLOYD: Won't those lovely people at Private Eye miss you if you give up your current job? Sorry mate, but we can't give people any work experience placements due to the very nature of the job, ie late nights and PR beer sessions. You probably wouldn't want to take such a savage cut in pay anyway.

If you are still interested when you are a bit older then write a few reviews (I know you sent in one already, but one that goes into much greater depth would show much more about your writing style) and send them in to us. We'll probably laugh at them and stick them in amusing places around the office, but then again we might like them and offer you a job!

SCARLET

Dear Lloyd,

Following the change in ownership of MegaTech, I felt I had to write in to air my views and try to explain the views of many other MegaTech readers. I am sure that there are many readers who have avidly collected the magazine since issue one and have got to know the staff writers over the two years – their reviewing techniques and the percentages they tend to give games based on their comments. Combined with the hilarious Tom's Island and 'game parties', MegaTech was the best Mega Drive magazine with great writers and style.

Now Maverick has bought the magazine and replaced all the staff writers, including Tom's Island and the 'game parties', while keeping the format exactly the same. Not surprisingly many readers are not too happy at seeing this happen, as due to the Maverick writers' preferences and percentages being different to those of the EMAP writers, it is as if people are buying a different magazine. This take-over has obviously angered some people (eg Mr Blobby's letter in issue 27).

Despite this, over time readers will get to know the Maverick writers' opinions and the percentages that they tend to give games (eg generally lower than the scores given by EMAP writers). This can be helped by changing the percentages in the Game Index to fit in with the percentages given in the Maverick issues. Although this has been done with some games, such as Super Kick Off, the comments need to be adjusted accordingly.

On the whole though you have done a great job of carrying on MegaTech's fine traditions and have improved the magazine in some areas, such as enlarging the space given to cheats to two pages. So before MegaTech readers buy Mean Machines instead, I suggest they realise that MegaTech is still the fine product it was, if not better.

Also a quick word on games prices. How can mail-order firms such as Special Reserve charge so little compared to shops' prices? Obviously shops have to pay for premises, but this can't be much of an outlay for most large stores, and even Special Reserve has a club shop. Why don't any large stores charge mail-order prices? The only explanation I can see is a cartel of the shops keeping prices high, which mail-order places don't comply with. It seems strange that there are such large price differences.

That's all for now, and keep up the good work on MegaTech.

Andrew Clarke, Leicester

LLOYD: Joy! A friendly letter! It is has to be said that people fear change, even when it is for the better. Readers may have grown fond of the old MegaTech crew who are all a great laugh, but in time you'll all get used to us ugly lot and complain when we all get the boot as well...at least I hope you will anyway! We have tried to change the magazine as little as possible, but as you said it is obvious that our personal preferences and opinions will affect things slightly.

I think you are suffering from a bit of a conspiracy complex about shops and games prices. Admittedly game prices are a bit steep, but I doubt there is such a cartel like the one you describe. Come to think of it, Sonic 3 costs £59.99 in local computer stores but the high street chains seem to have pulled a rabbit out of their hats by selling it at a heavily reduced price.

RED

Dear MegaTech,

After reading Ashley Price's letter in issue 27, I am surprised to find out that Sega plans to stop releasing games and concentrate on the Saturn – what?!? The Saturn won't be released until '95 and the Mega-CD has plenty of life left in it yet. What is Sega up to? There are plenty of games coming out for the CD as shown in your SEGA 1994: The Next Level feature in issue 27, the most impressive of which seems to be Rebel Assault boasting excellent FMV.

C'mon Sega, so the Saturn is going to be great, but let's make sure the Mega-CD has its fair share of games also. Oh, and I agree with Ashley's first letter – those certificates for games could get out of control. Let's just hope the whole market isn't wounded by this affair.

Andrew Southam, Kent

LLOYD: The Mega-CD has always been on rocky ground, with lots of games that are complete dross and the occasional gem thrown in for good measure. On the whole the software quality isn't good enough to warrant purchasing such a machine if you don't already own one. As you said, the most impressive game about to be released is Rebel Assault because of its FMV, which on the PC was its only redeeming feature. Sadly the gameplay left a lot to be desired, which is the case with a lot of current Mega-CD titles.

ORANGE

Dear MegaTech,

I'll cut the crap and get straight to the point because I know you're a busy man. I have a few questions I'd like to ask you.

1) On Streets of Rage 2 there are two pieces of music (01, 09) on the BGM list that are not included in the actual game. Where do they come from?
2) When will SOR3 be out and will it be 24meg?
3) On Flashback how the hell do you board your escape ship just before the planet blows to bits, right at the end of the game?
4) When will Virtua Fighters be out on the Mega Drive, because it's bloody excellent?
5) Do you think it's right to charge £90 for Virtua Racing?
6) When will Aspect Warriors be out?
7) Don't you think that it is stupid that there are two four-play adapters out, one for EA games and one for normal Mega Drive games? I think there should just be one that will work on all games.

8) How do computer game companies get away with releasing crap games like Racing Aces?

Well, that's it. Sorry about all the questions, but they have been bugging me for ages. I apologise for swearing, it just really winds me up. I'm off to have a mug of Horlicks and calm down. Cheers, see ya!

Daniel Davison, Essex

PS How did Mark Holmes get a job with Top Gear? It's beyond me!

LLOYD: My what an angry young man and what a long list of questions as well. Right, where to start? From the first question I suppose. Here we go:

1) I'm not sure! Shock horror – the master of all games doesn't know the answer to a question! Are you sure you've seen all the different endings to the game?

2) SOR 3 should be out in the next couple of months, and yes, it is a whopping 24 meg.

3) Easy – just stand next to the railing and press Up to go on the lift into the ship.

4) It won't be out for a remarkably long time.

5) £90 is a lot to pay for one game, but if you don't want to pay that much then don't buy it.

6) Unfortunately it isn't coming out. My top-secret sources inform me that the game has been shelved permanently.

7) It looks like two companies had the same idea at the same time, and neither of them is going to stop making a product so that the other company can produce its own version, are they? I think not.

8) Because people are bloody stupid and go out and buy the piggin' things anyway. I could play a game for hours, enduring the terrible gameplay and gruesome graphics, slave away for ages producing a fair review, or alternatively I could slag it and let everyone know how crap it actually is, but thousands of people around the country will still walk into a shop and say "Wow, Racing Aces, that looks good. Mum can I borrow 40 quid?".

I think I need some of that soothing Horlicks as well. Maybe I'll have some as a chaser later on. I'll certainly need one at the thought of Mark Holmes being a spawny git driving flash cars everywhere...

WHITE

Dear MegaTech,

I have purchased your 'Megazine' every month since issue one and this is the first time I have felt the need to write to you. My letter concerns the Mega Drive and the Mega-CD. When purchasing carts I have always been very careful, making sure they received a good review from yourselves, then shopping around for the best possible price.

The last game I purchased was SFII which at £59.99 was very expensive. I decided to buy it, because even though the game was expensive it would be a one-off purchase. Then I heard about Super Street Fighter II which was coming out on the Mega Drive and I was fairly pissed off, as you can no doubt imagine. How much is this going to be? £80-£90 I suppose, and now I read that Virtua Racing is going to be £89. Sega must think that people have money to burn. I have now decided not to purchase any more games for the next six months. Why, you may ask? Well, I am waiting for the Saturn. I know this is going to be a CD-based machine but unless it is going to be backwards compatible with both cartridges and Mega-CDs, I myself will be keeping my money in my pocket.

As for my thoughts concerning the Mega-CD, what is Sega thinking of? Basically the Mega-CD is a crap piece of gear at a rip-off price with very few decent games, and now Sega is bringing out the CDX machine for £400 – a Robin Reliant in a Ferrari's clothing. When I heard of the new CDX machine I was hoping that it was going to be Sega's new 64-bit console, not some Mega Drive and Mega-CD stuck together. Heads should roll at Sega HQ. You can't fool the public all the time – it is they who decide in the end and from what I've been reading Sega's profits have fallen dramatically. It's a pity because I always thought that Sega had its head screwed on right.

Alan Quirke, Ireland

LLOYD: What a lot of angry readers we seem to have at the moment! I guess no one is too happy about the dramatic increase in prices because it seems that there is a limit to the amount people will pay for a decent title. As for the CDX, I can't see the point of it if you already own a Mega Drive, but a newcomer to the Sega scene might find it an ideal purchase. Then again, why not just wait for the Saturn? By the way, the Saturn WON'T be backwards compatible after all, so none of your Mega Drive carts or Mega-CDs will work on it.

INDIGO

Dear Lloyd,

I'm a Portuguese guy who likes your mag very much (among others). I only read English mags because the ones we have here in Portugal are so...so...do you guys know any word that has more impact than 'disgraceful'? Well, let's go straight to the point! I want you to answer some questions for me (I'll be so happy if you do) and here they are:

1) Besides Street Fighter II and Eternal Champions is there any other beat'em-up worth buying?

2) Do you know if Sierra intends to release its games on Sega console? I would love to play Space Quest or Police Quest on Mega CD.

3) I have Mortal Kombat for Mega Drive. Do you think it's worth buying Mortal Kombat for Mega CD?

4) Do you know any tip for Eternal Champions? I always fail to kill the Eternal Champion with any of the characters. Your tips that explain how to kill the guy are good, but unfortunately they're not that good. I'm starting to have nightmares! Please give me any tiny little hint, would you?

Well, there it is! If you are thinking why I sent this letter to the UK when I could spend less money sending it to a national mag, well, when I mentioned the disgrace that Portuguese mags are, I meant it! They still think that Saturn is a Roman god because they haven't even heard of the planet. Do you know they copy every single one of your tips? OK, now that I threw the reputation of Portuguese mags in the garbage I want to say that if you answer my simple and dull questions you'll get yourselves a contact in Portugal and I'll keep writing to you, OK?

Bruno Emanuel Batista Ferreira Da Silva, Portugal

LLOYD: Wow, a contact in Portugal. Can I come over during the last two weeks in August and have a free holiday? If so, have you got any sisters? I can't comment on Portuguese mags as I haven't seen them but it doesn't surprise me that they copy our tips, I mean, even the English ones do! What was written on the back of your letter and crossed out did surprise me though – "What is killing? Is putting a being in another world better or worse? So, when I kill, I'm putting a man in front of the Great Trial". Sounds a bit dubious to me! Perhaps I don't want a holiday at your place after all. Anyway, on to the answers;

1) Not really.

2) The only one I've seen is Rise of the Dragon, reviewed last month. Strike a nix on the others.

3) This is a tricky one. At the time of writing I haven't actually played the finished version of the game and I am told that there isn't much difference in the main game at all, and the only improvements might just be cosmetic. By the way it has been delayed in the USA to be classified.

4) As you may have noticed this guy is a bit tough and I have absolutely no idea how to beat him. Arthur the gamesplaying goldfish says to use lots of special moves on him and jump kick him in the head...lots.

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STREET FIGHTER II'
SPECIAL CHAMPION EDITION
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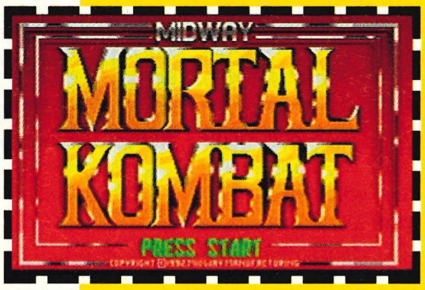
STREET FIGHTER II: SCE

Capcom 95%

Highly anticipated and longed-for by the games playing fraternity, this 24 meg monster kicked serious ass when released last September. It was one of the only reasons (we believe) that a Mega Drive owner could have for switching to a Super Nintendo. Ironically however, it turned out that the Mega Drive version was far superior to the SNES one in the long run with the inclusion of not simply the boss characters, but the eliminator and match play options as well.


MIDWAY
MORTAL KOMBAT
PRESS START

MORTAL KOMBAT

Acclaim 90%

Excellent conversion of Midway's outstanding arcade machine. Again, this version rises above its SNES counterpart in that the gore option has been included in all its gory (sorry, glory). Outstandingly for the Mega Drive, the digitisation of the sprites is absolutely incredible while the quality of the gameplay is every bit as good as the original. Hard hitting and extremely playable, with some brilliant death moves.

ETERNAL CHAMPIONS

ETERNAL CHAMPIONS

Sega 82%

Massive 24 meg blood-fest that was pitted to wipe the floor with SF II, but it didn't quite work out like that. Features big sprites and action-packed gameplay, however it fails to capture the real atmosphere that SF II positively oozes. There are some excellent features such as the 32-player tournament mode, a practice zone with mechanical opponents and the ingenious Battle Room with hazards other than your enemies. Also we discovered some amazing hidden death moves that rival those in Mortal Kombat.

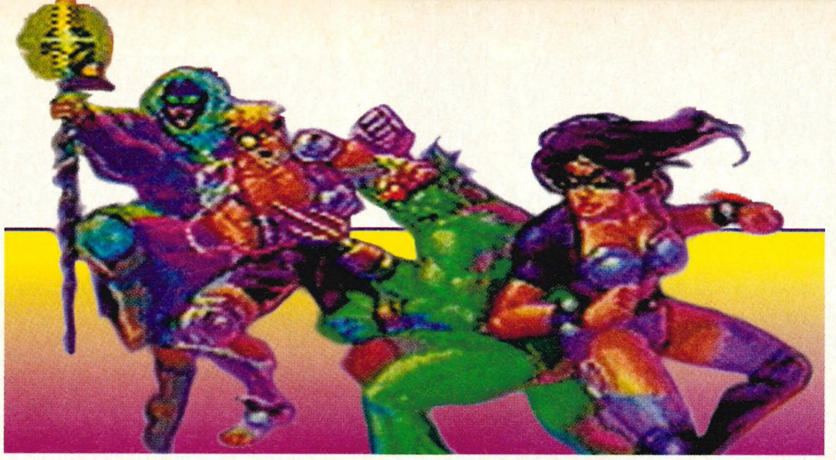
TEENAGE MUTANT HERO
TURTLES
TOURNAMENT FIGHTERS
▸1 PLAYER
2 PLAYE
TOURNAMENT
PRACTIC
OPTIONS

TURTLES: TOURNAMENT FIGHTERS

Konami 78%

OK, so it didn't score too highly but this is an original alternative to the standard 'serious' beat'em-up and it's certainly one of the most tongue-in-cheek one-on-ones to surface in a long while. Featuring all your fave characters from the cartoon series, this game is certainly enjoyable but it lacks real depth of gameplay. Again (and this is beginning to sound all too familiar) this also appeared on the SNES but for a change, the SNES one came out smelling of roses.

-ONE
A-UPS



When we looked through the square window, we said to ourselves, "What games shall we compare and contrast this month?". And lo, a divine light shone forth and said, "One-on-one beat'em-ups are the dish of the day – evaluate". So not to shirk good advice we picked four of the best (or at least the most interesting at any rate) and let them go 10 rounds with each other – it's amazing how the canvas can soak up THAT much blood without going all squelchy!

GRAPHICS

The big plus when it comes to one-on-one beat'em-up graphics is the size of the sprites – if they are large, detailed and instantly recognisable then they get the thumbs up in our book. But the background graphics have to be equally as impressive in order to create a distinctive atmosphere that completes the overall image, otherwise it's all by the by.

STREET FIGHTER II

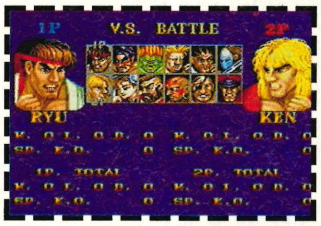
By far the best graphics out of all the games on trial today with large sprites, intricate backgrounds and flamboyantly animated special moves. All the Capcom trademarks are evident, namely quality, detail, clarity and colour, but most surprising of all is how fast the game plays without the slightest hint of glitching or slow-down. **4.5/5**

MORTAL KOMBAT

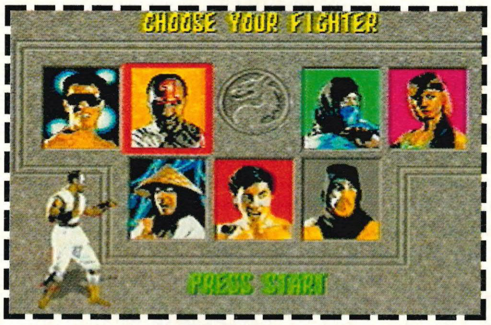
The most impressive graphical features in MK have to be the outstanding digitised sprites, reproduced with phenomenal clarity – they are on par with the ones seen in the arcade version. The movements are surprisingly smooth and it is only occasionally that you notice a few jerks. The gore mode adds some colourful spice to the gameplay. However, although the sprites are far superior to those seen in SF II by the standards of what the machine is actually generating, the whole graphical image lacks the panache seen in Capcom's biggie. **5/5**

ETERNAL CHAMPIONS

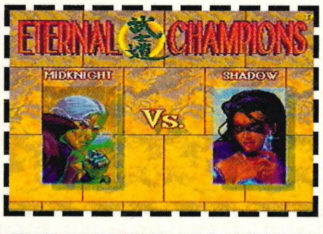
Considering the Mega Drive's colour palette is pathetically limited it is quite surprising how bold and bright the overall image of the game is. While we can be staggered at what the machine is trying to accomplish here however, the graphics are quite grainy and heavily pixelated. The sprites are extremely large though, demonstrating the true power of the 24 meg cart, but they are too cartoony in appearance and lack instant appeal. **3/5**



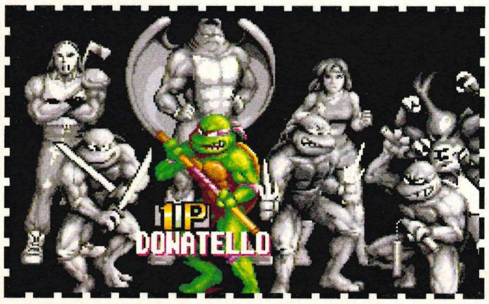
◀ **STREET FIGHTER II** – What a fantastic array of handsome faces, eh?



▲ **MORTAL KOMBAT** – A mean bunch of ugly muthas



▶ **ETERNAL CHAMPIONS** – Watch out for those Hollywood Wives and glam rockers



▲ **TURTLES: TOURNAMENT FIGHTERS** – Mean green muthas from outer space

TURTLES: TOURNAMENT FIGHTERS

Graphically this isn't really that hot. The sprites are very detailed despite their squat size and they move smoothly, without glitching and feature numerous animated quirks. The backdrops are plain however, thus failing to generate any real atmosphere on screen. Also on a downer, it would have been nice to have seen more of a cartoony style in the graphics to keep in with the subject matter. **2/5**

CHARACTER LINE-UP

We want lots and lots and lots of characters to choose from – the more the merrier! It gets so boring playing with the same tired old faces and a game's longevity could seriously suffer if there was no fresh blood. However, it would also get very dull if all the players fought in exactly the same way as well.

STREET FIGHTER II

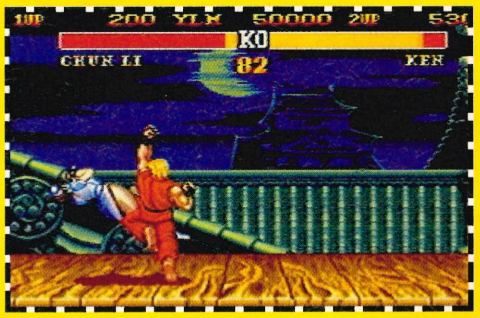
There are 12 players to choose from here, each with a vast array of unique player manoeuvres – these vary considerably even on the bog-standard moves such as a roundhouse or uppercut. The real strong point here is the ability to play as the bosses which offers a whole new world of moves and combos to master. The only downer is that Ken and Ryu are practically identical in their abilities – oh, and there's only one female fighter. **5/5**

MORTAL KOMBAT

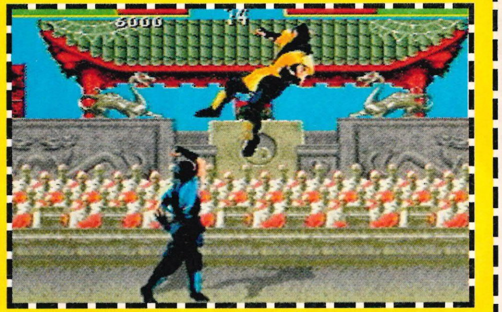
Oh dear, only seven to choose from this time and even though they each have their own moves and attributes the limited range tends to make this game a little bit repetitive after a while. Another sore point is that there isn't a special option or round to enter wherein you can play as the bosses – we haven't even found a cheat for a similar feature. Also Sub-Zero and Scorpion are a bit too similar for my liking – game plot or not, there should have a been a bit more variation. **3/5**

ETERNAL CHAMPIONS

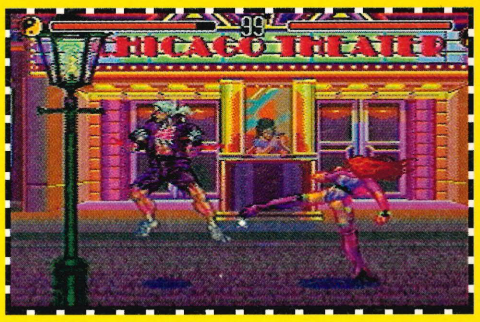
A little better with nine eternal champs to have a bash at. Compared to Mortal Kombat there's much more variation between the characters and their individual moves, but there's still not as much on offer as in SF II. Also, there is only one boss at the very end of the game and again you can't actually play AS him. **4/5**



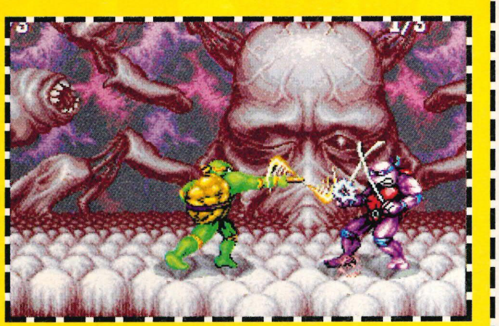
▲ **STREET FIGHTER II – Oooff! Take that one in the grollies**



▲ **MORTAL KOMBAT – I hope you didn't like your nose where it was**



▲ **ETERNAL CHAMPIONS – Look at that, I've scuffed the nail varnish on my toe-nails**



▲ **TURTLES: TOURNAMENT FIGHTERS – Don't mess with me, I've got chop sticks**

TURTLES: TOURNAMENT FIGHTERS
Probably the feeblest from the line-up even though there are eight characters to play including the four turtles and April. There is sadly very little variation between the character moves especially the turtles who can all do exactly the same things – the only difference being whether it's nunchakas or katana that are being thrown around. Again, there isn't the option to play as the bosses. **2/5**

SPECIAL MOVES

You know you've got a good beat'em-up on your hands when you can be happily playing and suddenly this almighty special attack bursts forth from out of nowhere and clean knocks your socks off. The more impressive and original the moves are, the more enjoyable the game becomes – if you can't execute them in the first place then it won't matter if the move is so spectacular it even rivals a Jean Michel Jarre concert!

STREET FIGHTER II
This game is simply dripping with special moves – it's hardly feasible just how many there are! The characters don't have any death moves as such but a variety of quick and painless manoeuvres that are all equally as impressive, ranging from fireballs to flash kicks. Unbelievably easy to execute, the moves become an integral part of the gameplay and don't get included in the action simply as an afterthought. Also, you can muck around with the moves to create combinations that are satisfying to perform and extremely powerful. **5/5**

MORTAL KOMBAT
The special moves found in MK are considerably different to those in SF II but are, nevertheless just as impressive. The players are all equipped with a number of good moves but have no special moves to play around with during the bouts. The death moves can only be activated at the end of a bout as the final move with which to dispose of your withering opponent, but they are not that easy to execute. However, if you have the gore mode switched on then they are incredibly spectacular and it is quite rewarding when you manage to pull them off. **5/5**

ETERNAL CHAMPIONS
The characters have a number of exciting moves as well as a few hard-hitting special attacks – some of these are clever while others are decidedly drab, but there's nothing that really shines. However, there is one trick up Eternal Champions' sleeve – recently we found a number of sneakily hidden death moves that can be found without the use of a cheat (see Technique Zone on page 104). Because of this the game's score goes from three to four, otherwise what you would have is some great moves but nothing that outstanding. **4/5**

TURTLES: TOURNAMENT FIGHTERS
Although the characters have special moves they're not really all that 'special', in fact there's more special things to be found in my local Chinese take-away's special fried rice dish – that's about one prawn. Each character has a move similar to a fireball or sonic flash but they are by no means as impressive as they could have been. One feature TMNT has above the others is a taunt option where you can hurl insults like "So long, loser!" – wow! **3/5**

CONTROL SYSTEM

What good is a game that looks good, has a brilliant character line-up and a whole Heinz variety of special moves but is completely unplayable thanks to a really crap control system? With beat'em-ups of this kind you have to be able to pick up the pad and play – no beating around the bush just pure, unadulterated, intuitive playability.

STREET FIGHTER II
This is the most intuitive game of all the beat'em-ups with the button configurations being almost 'natural' to perform. Due to the simplistic nature of

	GRAPHICS	CHARACTER LINE-UP	SPECIAL MOVES	CONTROL SYSTEM	ENTERTAINMENT
STREET FIGHTER II	4.5	5	5	5	5
MORTAL KOMBAT	5	3	5	3	4
ETERNAL CHAMPIONS	3	4	4	4	5
TURTLES: TOURNAMENT FIGHTERS	2	2	3	2	3

execution (such as a 360 degree sweep of the D-pad and then a punch) it is very easy to accidentally stumble on a new move within the first few minutes of play. The manual is also extremely helpful and you soon find yourself not having to think about incorporating the moves into the play – it almost becomes habitual. **5/5**

MORTAL KOMBAT
Although the standard moves such as your punches and kicks are very straightforward, the death moves are a real bugger to get to grips with at first. The moves aren't natural to perform and require you to backtrack your steps by pressing 'Right' twice then 'Left' once then 'Right' again – these manoeuvres feel clumsy and as a result the game is a lot less intuitive than SF II. Also, it loses out because sadly you can't string moves together. **3/5**

ETERNAL CHAMPIONS
Strictly speaking this is a complete rip-off of SF II. The control system is extremely similar and it is also highly intuitive. Sadly you are unable to string moves together to give this game the instinctive 'feel' that you get when playing SF II. However, if you are used to SF II then you may find this a little more clumsy to play despite the similarities, otherwise this is a complete joy. **4/5**

TURTLES: TOURNAMENT FIGHTERS
Now this is what you call clumsy! The normal moves are easy to perform, but the controls seem to be really unresponsive with a sluggish delay between the activation of the move and its execution on screen. Also, when trying to implement a special attack you find yourself staring at the pad making sure you're doing the right button presses, and eventually you're left thinking the joypad is broken because the moves sure ain't happening! Very clumsy indeed. **2/5**

ENTERTAINMENT

OK, so we've stripped the accused down to the bare bones and now we're ready for the internal examination – are these games fun to play?

STREET FIGHTER II
Yes indeed! Completely fun in the true sense of the word. One of the major facets of SF II that makes the game so enjoyable is that it is one of the most responsive beat'em-up games available thanks to the superb control system. But it is the amount of features included such as the eliminator and match play options, two-player matches and tournament modes that really add the icing on the cake. It's also extremely addictive. **5/5**

MORTAL KOMBAT
Mortal Kombat is very different to SF II and if you are an avid fan of the latter you may have quite a shock when you play this. However, all this aside it is still extremely fun to play and a superb conversion of the arcade machine with it. The only downer we could find is that you can't perform combos because of the digitised nature of the game. The death moves are a real pig to get your fingers round too. **4/5**

ETERNAL CHAMPIONS
Being such SF II fans here in the office we were all pleasantly surprised at how much of a good game Eternal Champions was, with its massive sprites and fast gameplay. We were also pleased that this game is extremely hard to complete, keeping the longevity factor way up there and in turn increasing the entertainment factor. The action is also fast and it is very easy to lose yourself in this game. **5/5**

TURTLES: TOURNAMENT FIGHTERS
This is entertaining simply because it's the Turtles. We wouldn't really say that the gameplay is outstanding but you can have yourself a good time especially in two-player mode. It fades into insignificance however, next to the other three games. This is one of those games that you buy if you are a complete beat'em-up nut just so you've got every single game of this genre in your collection or you've got some spare cash burning a whole in your pocket. **3/5**

AT THE END OF THE DAY

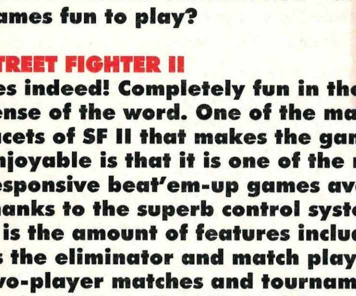
So how do they all fair? I think it's pretty obvious which one was going to come out on top from the outset, we just feel sorry for all the other one-on-ones as they didn't really stand a chance.

STREET FIGHTER II
How can this game possibly fail, and will anything ever surpass it? You've heard it all before but we'll say it again – this game is one of the most outstanding pieces of programming ever to hit any machine. The gameplay is spot on, the control system is a dream, and to top it all off it's so damn enjoyable. We've had a copy of this game in the office on one format or another for two years and still we fail to tire of it. Simply the best, long may it reign... **24.5/25**

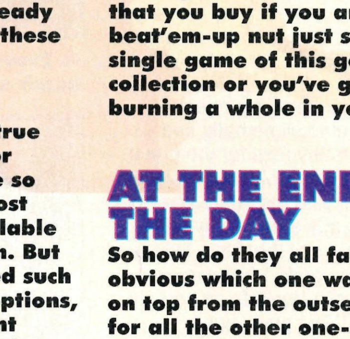
MORTAL KOMBAT
MK stumbles just before the finish line this time. Still, 20/25 is an impressive score, but it sadly lost out due to a weak character line-up and awkward control system. Despite these shortcomings it is still one of the most impressive games which has ever hit the Mega Drive. It has to be said again that the quality of the digitised sprites is absolutely breathtaking. **20/25**

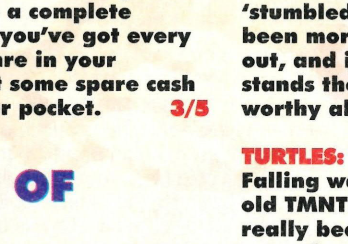
ETERNAL CHAMPIONS
Neck and neck with Mortal Kombat, Eternal Champions proves itself to be an outstanding beat'em-up, but even though this is more of a SF II clone than Sega would like to admit it isn't really a threat to the reigning champ. Perhaps if there had been more specific special moves, such as the death moves that we 'stumbled' across then this would have been more structured and well thought out, and in turn a better game. As it stands though, it's great fun and a worthy alternative to SF II. **20/25**

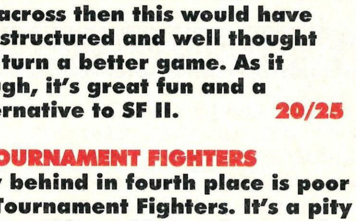
TURTLES: TOURNAMENT FIGHTERS
Falling way behind in fourth place is poor old TMNT: Tournament Fighters. It's a pity really because this could have been such a good game with an abundance of really wacky special attacks that kept it in the outrageous cartoon style. But there's so much missing – you can't even play as Shredder and the control system is so unresponsive that the game becomes a strain to play. Sadly, it would seem that little thought went into the development of this game. **12/25**



▲ STREET FIGHTER II – Look at the power of my deodorant! Try and beat that if you can


▲ MORTAL KOMBAT – Ooops sorry! I guess I shouldn't have had that curry last night


▲ ETERNAL CHAMPIONS – There now follows and advert for Moulinex blenders...


▲ TURTLES: TOURNAMENT FIGHTERS – S'cuse me, coming through!

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At last, a decent shoot'em-up with a favourable history – the best news ALLIE WEST has had all week.

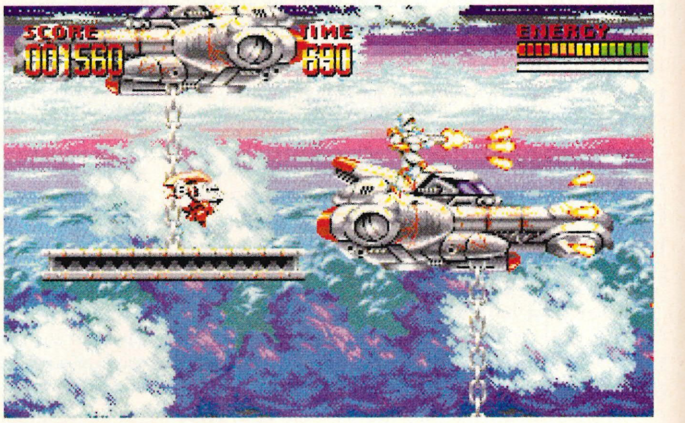
MEGA

It's about time that we had a decent shoot'em-up in this office. Although we have seen a fair few shoot'em-ups in our time, of late there haven't really been that many...but then we get two futuristic blasters arriving in the same week. The battle's on! Which one out of Sub Terrania and Mega Turrican will come out supreme? Well I know which one I'm placing my hard-earned money on...

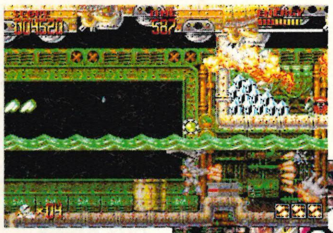
UNIVERSAL SOLDIER: PART II

First we had Turrican which was OK at the time but looking back now it was really quite crap, then there was Universal Soldier which was basically Turrican 2 but with a licensed title to make a bigger impact on the market. Now we have Mega Turrican with its fancy graphics and enhanced gameplay. But what I want to know is, what makes it so damn Mega anyway? Believe me, I've looked for the 'mega' but obviously in all the wrong places!

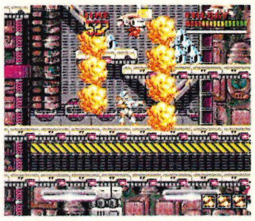
When this arrived in the office on exactly the same sunny but slightly frosty morning as Sub Terrania, I was faced with the dilemma of which to review. I thought to myself, as I sometimes do, "Let's go for the golden oldie – Turrican was superb on the other formats so how could I possibly go wrong? There's nothing quite like a really good manic shoot'em-up where you don't have to think and you can simply let your fingers do the walking". Mmm, nice move Allie.



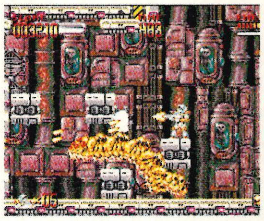
▲ **Let's go fly a kite...**



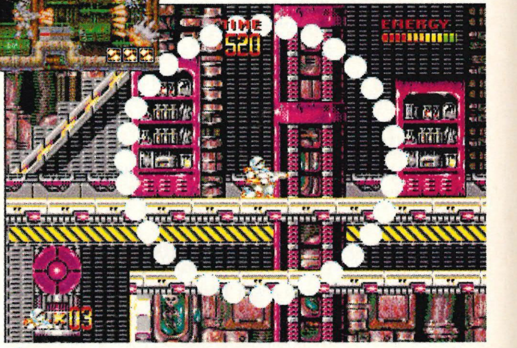
◀ **Turrican's suit must be made of something really special because he can swim underwater without going all rusty**



◀ **How about toasted marsh-mallows anyone?**



◀ **You have to shoot this thing's eyes, but he's a bit wiggly and shooting him isn't that easy**

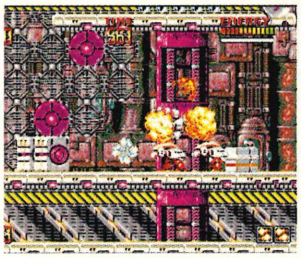


▲ **Every shoot'em-up has to have a smart bomb and here's Turrican's**

BRING ON THE RAMPAGING ALIENS

Remember all those years ago there was this vigilante-type chap who used to strap himself into really kinky leather and chrome gear, then disappear off across the cosmos looking for a good Friday night massacre outside the local Red Lion – Bren McGuire I think his name was? Well, he's back and so is the mysterious Machine that he liked to persecute every now and again for some light entertainment. Crippled with a conscience, Bren once again straps on the thigh length booties, grabs one of his many BIG guns and embarks on another one-man suicide mission spanning 15 sprawling levels.

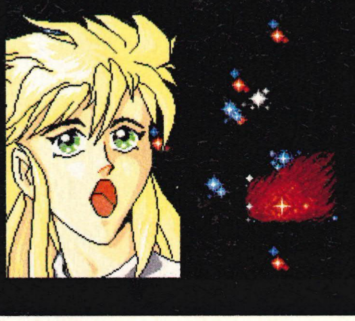
As seen in his other encounters, the enemy hoards are a nauseous bunch of putrid slime balls and armadillo-like mutants with far too many legs for their own good, coupled with really bad drooling problems. However none of them are too much for Bren and his trusty array of spectacular weapons – boy, is this guy a hero or what?! Shielded behind his Turrican assault suit that fits a little too snugly around the crotch for lasting comfort, Bren is perfectly equipped to take on the scuz-buckets on any of the game's three difficulty settings. This guy's not afraid…a little stupid maybe, but not dogged by fear.



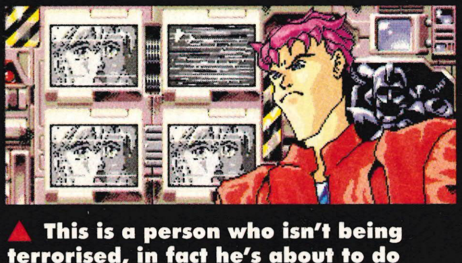
◀ **Spin, spin, spin the wheel of justice. Turrican can transform himself into a deadly wheel of death which is practically invincible**

SO YOU THINK YOU'RE

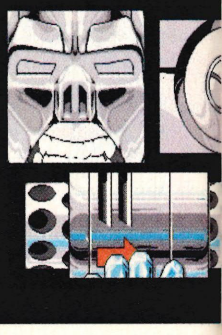
▼ **There once was this big bad guy who liked to terrorise innocent people. What a bad man**



◀ **See, this is a terror-ised person – look at the fear in her eyes**



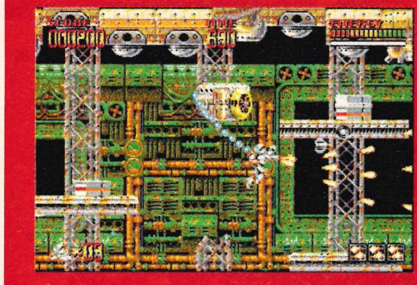
▲ **This is a person who isn't being terrorised, in fact he's about to do some terrorising himself...**



TURRICAN

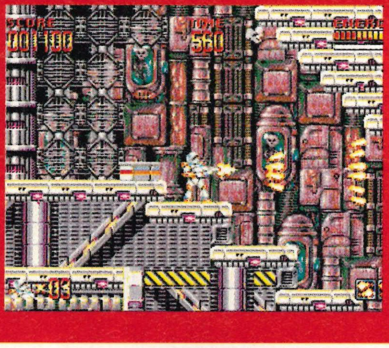
THANKS TO: DREAM MACHINES 2 – (0429) 869459 FOR THE LOAN OF THIS AMERICAN IMPORT CART

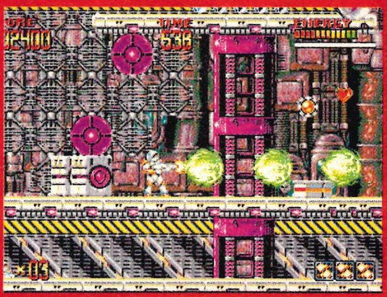
"I'LL HAVE A 'P' PLEASE, BOB"



▲ Swinging through the trees with the wind in your hair...what bliss. Turrican is yet again equipped with his trusty grappling hook allowing him to swing between platforms

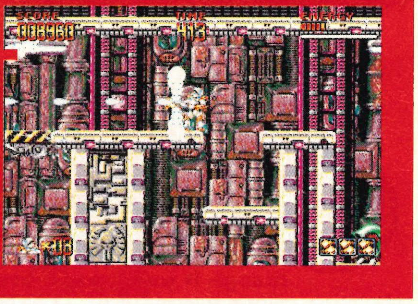
▼ This is the multiple-shot. Its effective wide spread allows you to easily get the awkward buggers hiding in the corners

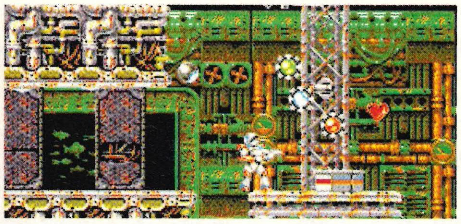




▲ This is the laser, but it looks more like a plasma attack. Bloody powerful and by far the most effective of all the weapons

▼ This is the rebound which, like its name suggests, rebounds off the walls. It is an ideal weapon considering you can't angle your shots as you could in the original Turrican



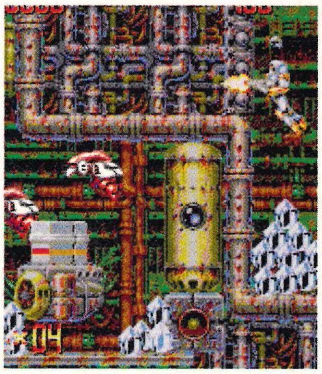


◀ Bonuses galore! There's extra health, homing missiles, multiple-shot, laser and rebound for the taking

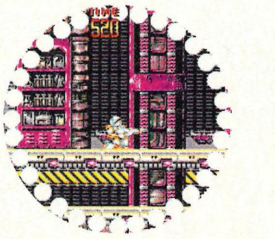
BUGS AND CREEPY CRAWLIES

The game gets stupidly frantic at times with enemy after grotesque enemy hurling itself at your nether regions. Even on the Easy mode you find yourself struggling to battle through some of the sections. If you are a compete chicken and play on Easy you can't make it past the second level as the game automatically quits out, telling you not to be such a wimp and play on the Normal level instead – damn!

Graphically there are some really juicy features included, such as smooth sprite rotation and scaling rivalling that seen on the Super Nintendo. In one section you find yourself plummeting down a deep shaft while creatures hurl themselves into the foreground thanks to some smart scaling, then in other instances sprites swing and roll backwards and forwards with the help of nifty sprite rotation. It doesn't really matter how much is going on at any one time – the screen can be dripping with sprites but the action rarely slows down to a painful pace. Also there's very little glitching on the vast abundance of explosions seen throughout the game, a feature which is surprising but very much appreciated!



▲ Collect these pretty diamonds for extra points at the end of the level



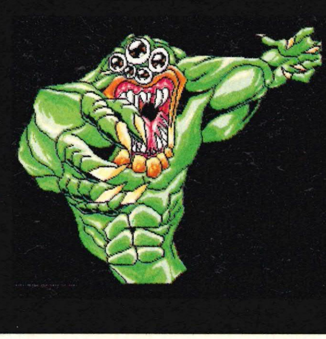
MAKE MINE A BLASTAWAY

This isn't your regular children's party entertainer in a bean can costume, this character is more Metal Mickey meets Schwarzenegger! He can stomp along with surprising fluidity considering the amount of hardware he's lumbering about, bounding across all manner of precarious platforms and squeezing in to really tight gaps. But when it comes to packing a punch you can't match his stupidly over-the-top guns.

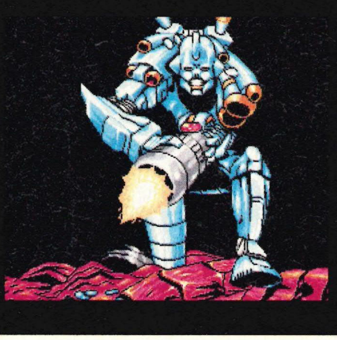
Littered in abundance around the levels are small crates that house all sorts of bonus icons, and with a simple shot Turrican can destroy the containers and collect the bounty inside. What you will find varies, but it will either be a multiple-shot weapon, a laser or a rebound (see the box-out titled "I'll Have a P please, Bob"). In addition to these weapons you can also pick up an extremely useful homing missile (which is invaluable considering you can't angle your shots any way but in front of you) and the customary extra energy. As seen in the previous incarnations of Turrican, you can power-up your weapons by collecting more bonus icons and likewise if you lose a life your firepower automatically gets downgraded a level.

PRETTY TOUGH THEN?

◀ But before he can do any of that nasty stuff he must squeeze himself into a bean can, after he has eaten the beans first of course (I hope he doesn't break wind in that thing!)

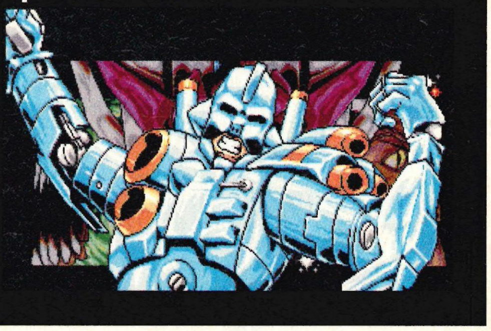


◀ Oh dear, you're a bit ugly aren't you? For that you'll have to die...



◀ Take that you scum! Don't mess with me and my bean can

▼ Arghhh no! I knew I shouldn't have eaten those beans. Where's the nearest loo? Erm, anyone got a can-opener?

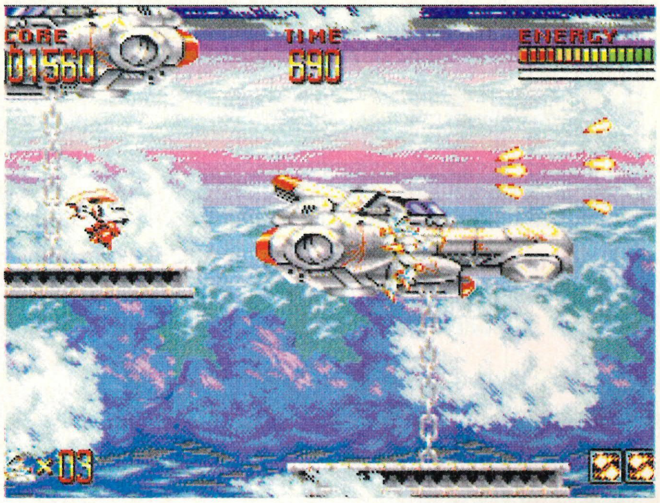


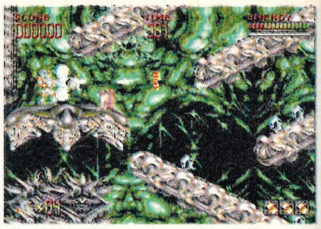
LET IT RIP, SUCKER

One of the game's redeeming features is the fact that it looks really smart with multiple layers of parallax and a wide range of colours to keep everything bright. The game sounds OK, with surprisingly listenable tunes bounding along in the background and a deafening array of meaty sound effects adding to the atmosphere, while crisp digitised speech pierces through all the din. Mega Turrican plays really well too, with good control and response time, almost faultless collision detection, plenty of action to keep your itchy trigger-finger happy and challenging level designs that weave off in a maze-like fashion. So what's the problem? Basically, it's just so damn boring.

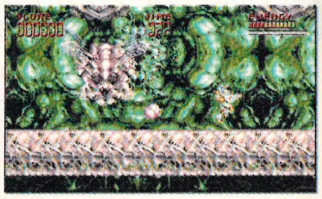
Once you've completed the first level on any of the difficulty settings that's it, there's nothing more to really see. The levels may look dramatically different as you progress, but the gameplay remains the same – the enemies keep on coming, the platforms keep stretching off in to the distance, the weapons remain stupidly extravagant and the guardians stick to their same old boring formations. Once your game is well and truly over (and that can take a while thanks to the three continues), you really don't have any incentive to have another go, due to there being nothing to really set the pulse racing and the adrenaline flowing. To be honest I couldn't give a damn if the bad guys destroyed the universe – good luck to 'em I say!

▼ I hope you've got a parachute because it's a long way down if you fall off one of those platforms



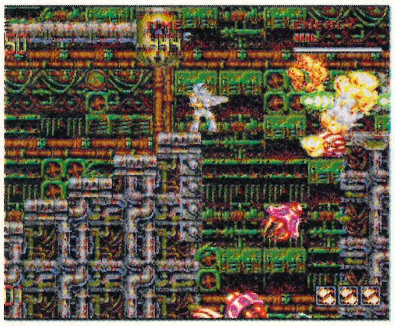


▲ Which way now?



▲ Now that's what I call a fly. Fancy finding that thing buzzing about in your bathroom!

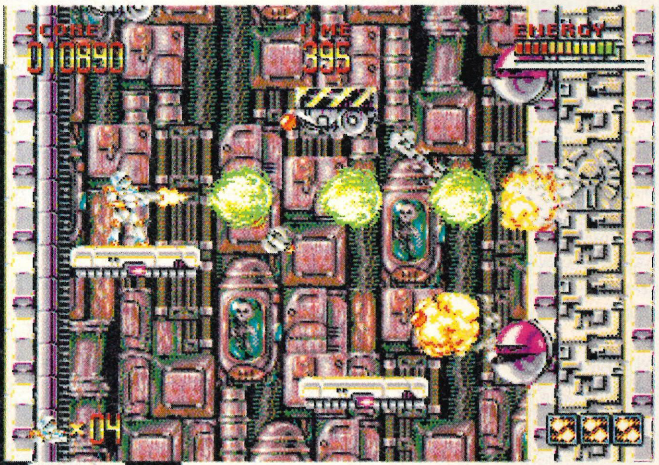
▼ When underwater you haven't got any time to admire the marine life, no matter how colourful it may be



SCORE
015350
TIME
296
ENERGY
×04

◀ This section demonstrates some of the game's great sprite scaling as the creatures leap in from the background

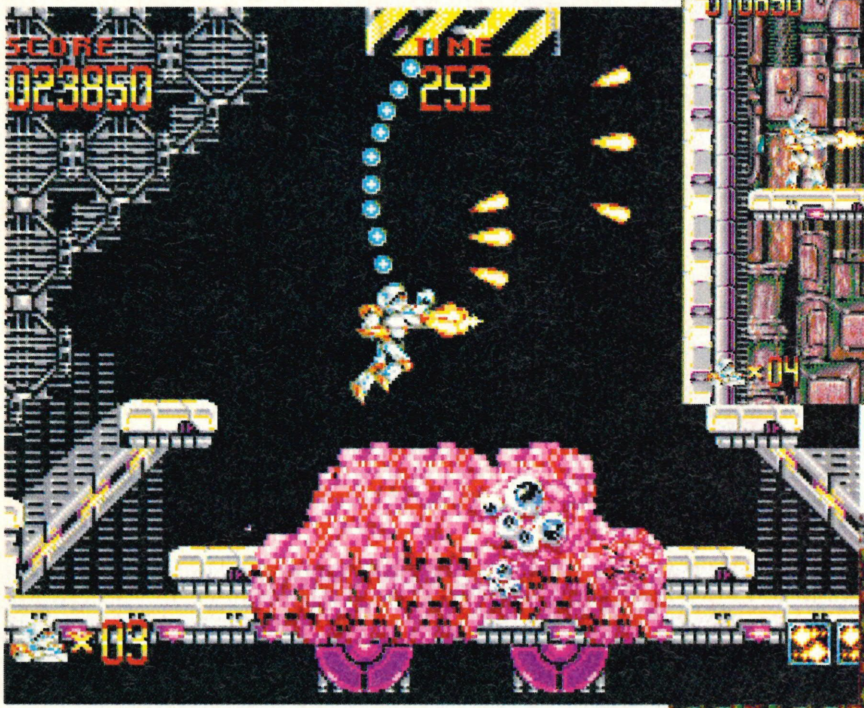
▼ How come those gun emplacements look like Pacman's half-breed cousins?



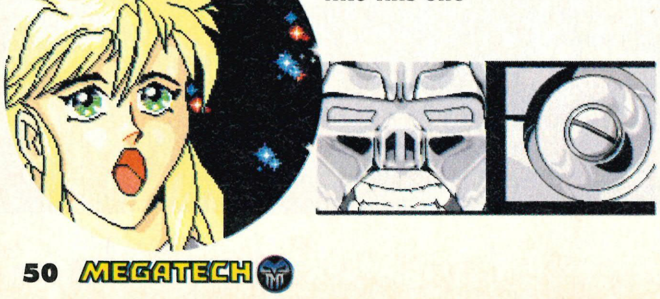
THE SECOND OPINION

RICH

Turrican was an amazing game when it came out on the Amiga and ST and the Mega Drive version was pretty good too. That was a couple of years ago and even though it was ground-breaking stuff then, it has now become run-of-the-mill. Mega Turrican is pretty much just more of the same, with flashy scaling and rotating graphics, but it is soon gets very repetitive and boring. This is all right if you like this sort of thing, but the gameplay is too lacking in variation for my liking.



▲ Your rope comes in very handy, allowing you to swing over the top of big pink sludge balls like this one



▼ Typical guardian – nice and big, lots of swinging bits to get in the way and huge obvious eyes to shoot at

TIME
289
ENERGY
×04

% RATINGS

PRESENTATION 76%
The intro is a bit static but it works well

GRAPHICS 80%
Nice Japanese-oriented graphics – lots of colour and very detailed

SOUND 82%
Good dramatic tunes and a smidgen of clean digitised speech

SHORT TERM PLAY 84%
Get the pad and start firing. What could be simpler?

LONG TERM PLAY 61%
Yawn! How boring. Too much of the same thing

OVERALL 70
Decidedly average. Too repetitive and dull to have any lasting appeal

sega
ZONE

Sega Zone,
so good we
bought it –
why don't
you?

£2.50 from a newsagent near you!

MEGA-CD REVIEW

THE THIRD WORLD WAR
1993 © Extreme Entertainment Group
Licensed by Sega Enterprises, Ltd.

BY: EXTREME

CD-ROM

STYLE

STRATEGY

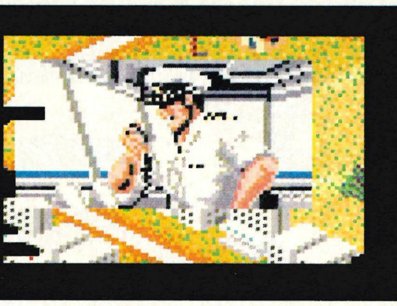
PRICE £44.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE
IMP ORT

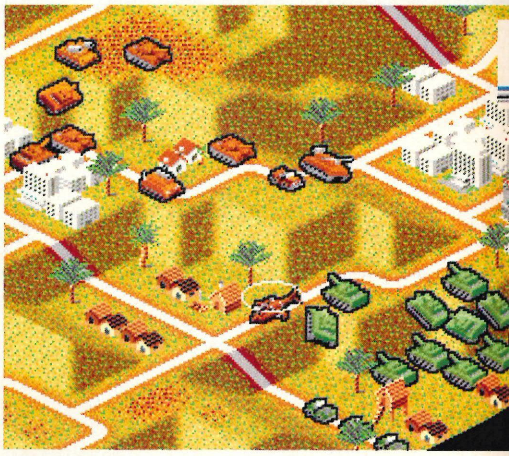
Extreme chaos is breaking out all over the world and only one man can sort it out. Unfortunately, he's not around at the moment so RICH LLOYD will have to do instead. How disastrous...



THIR

A lot has been going on over the last few years if you really think about it. The cold war has thawed out and the iron curtain has been drawn. The superpowers are finally getting around to reducing their massive nuclear stockpiles and things are looking dandy – or are they? Who knows what is going on in the minds of devious politicians? Could it all be a front for some world conspiracy designed to fool everyone and his mother? Only time will tell. Smaller countries are now prospering and waging wars of their own which could quite easily threaten other nations. Developing nations are already acquiring the technology to design limited nuclear weapons, so could this in fact be more threatening to the world order than the cold war ever was?

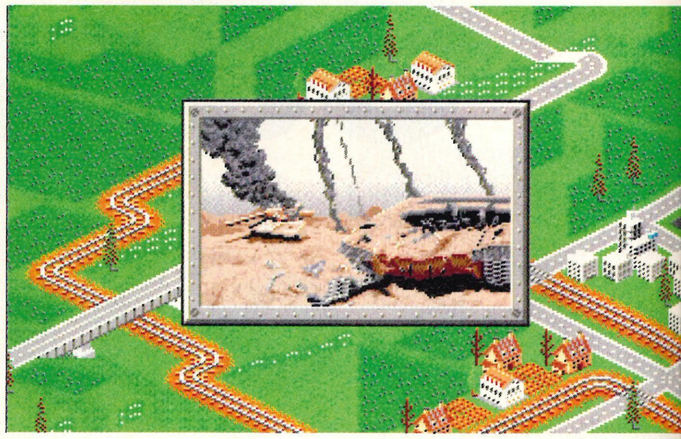
So what has all this to do with this review? In Third World War the world is in a mess and it's up to you to sort it all out. How will you do it? Will you create a comfortable economic climate where everyone is happy or conquer the entire world and rule with an iron fist? The choice is yours and there is lots of fun to be had along the way.

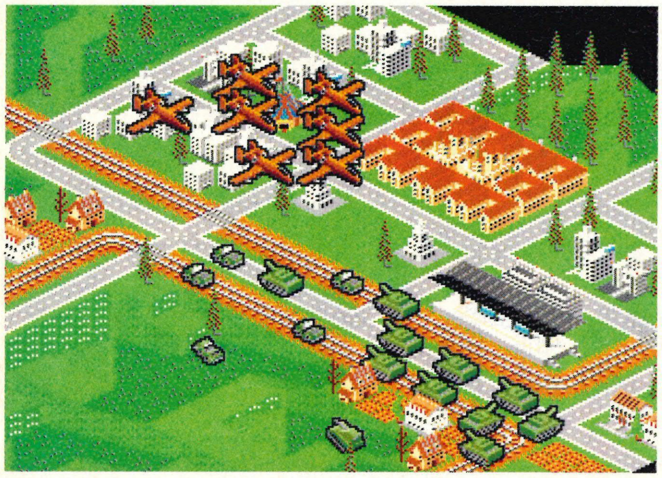


WHAT IS IT GOOD FOR?

Normally strategy games aren't everyone's cup of tea, especially on consoles, because most serious gamers would rather use a powerful PC than a Mega Drive. Most of them are run-of-the-mill affairs where you get some troops, position them around the enemy bases and then attack. Third World War is different because it takes into account a lot more factors. You can concentrate on waging war against other countries if you like, but if you ignore the economic demands of some of your countries they might turn to someone else for help.

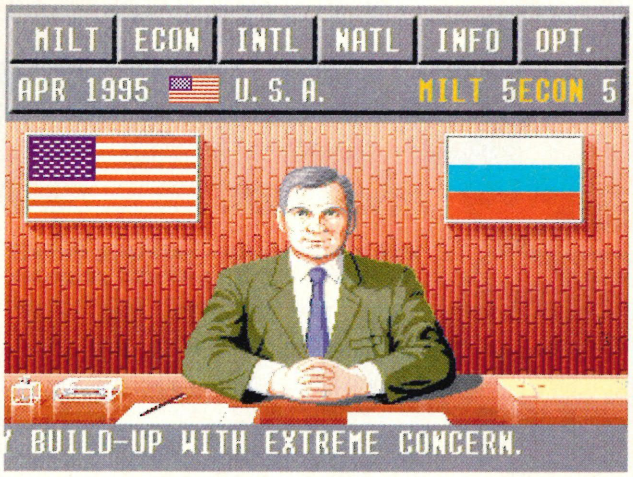
There are ways of undermining countries other than fighting them. Send in some spies and you can cause a coup so that the people overthrow the government and knock them out of the rat race for good. If that doesn't work then there's always the option to help out those scheming terrorists by giving them money and weapons. As they say, all's fair in love and war!



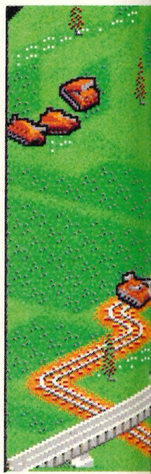


◀ **Bombs away! If tanks aren't enough you can call in some air support as well**

▶ **Other countries don't like it when you recruit troops. OK, so my army is the most devastating force since the dawn of time, but so what? I was just making more jobs, honest**

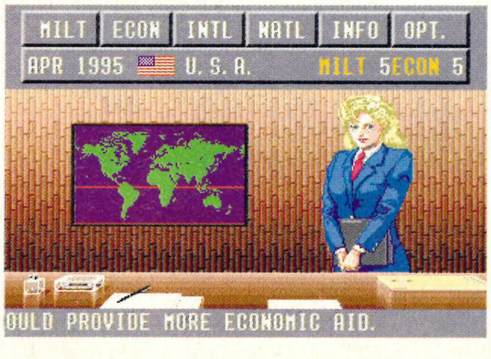


Y BUILD-UP WITH EXTREME CONCERN.



TWO TRIBES

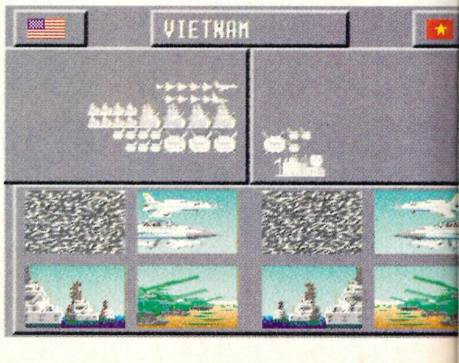
At the start you must decide which country to play. It's all very well picking a superpower and storming around the world with all guns blazing, but how about more subtle strategies? It will take a lot of thought and effort to play as Japan and seize the world by its economic throat. You aren't on your own in your quest, because current peace treaties mean that more influential countries will scare off your adversaries, but it also means that they will drag you into line if you get a bit too big for your boots.



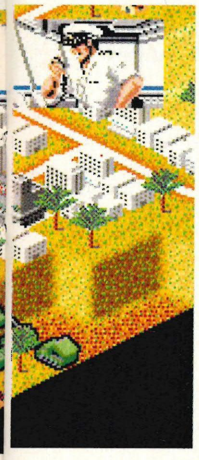
OULD PROVIDE MORE ECONOMIC AID.

◀ **Well, hello! Aren't we a sweetie then?**

▶ **This is more like it. Mobilise your forces against the weaker countries to stand a chance of winning some battles. Time to settle an old score I think**

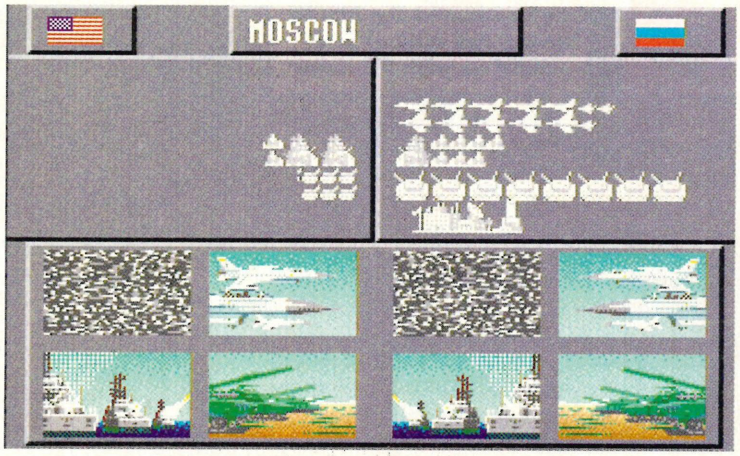


D WORLD WAR

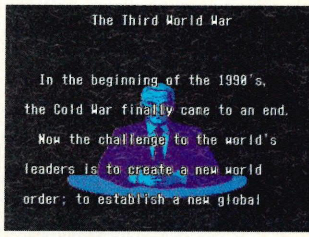


THE POWER OF LOVE

All this economic power stuff is very interesting, but the only reason anyone would buy this game is to take over the world by force. Sod reducing your stockpiles, just unleash your missiles to help the four horsemen of the apocalypse on their long and lonely trip. This is fun until you realise that other nations also have nuke! The first few games are liable to end with mushroom-shaped clouds all over your neck of the woods – being heavy-handed isn't the way to play! Invasions must be short and sweet, without any impartial nations feeling threatened as a result of your actions.



◀ See the army on the right, that's the enemy that is. The other army is mine. It looks like I've just had my ass kicked for all time



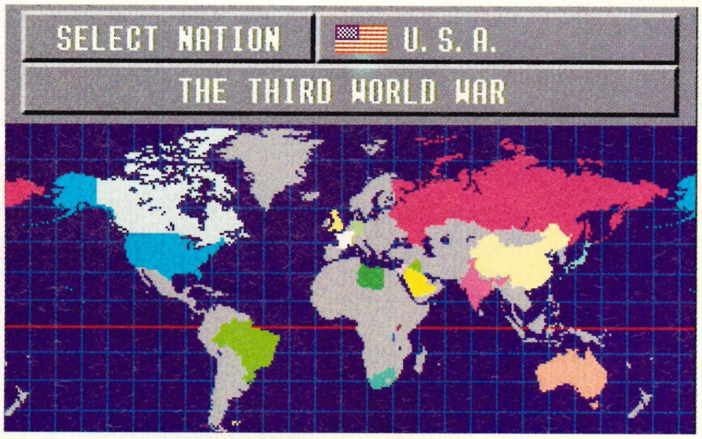
The Third World War

In the beginning of the 1990's,
the Cold War finally came to an end.
Now the challenge to the world's
leaders is to create a new world
order; to establish a new global

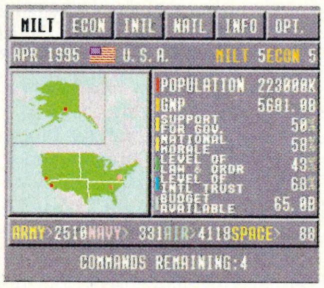
▲ This is your mission – to conquer the world. Why couldn't it have been something easy like having to go to the shops or something? Mind you, I find that quite hard as well

▲ It's Apocalypse Now all over again. I love the smell of napalm in the morning

◀ Defeat. They may have won the battle, but will they win the war? Probably...



◀ Oh dear, it's all gone wrong. Third World War has started and I'm in the hot seat. New trousers please mum!



MILT | ECON | INTL | NATL | INFO | OPT.

APR 1995 U. S. A. MILT 5ECON 5

POPULATION 223000K
GNP 5681.0B
SUPPORT FOR GOV. 50%
NATIONAL MORALE 58%
LEVEL OF LAW & ORDR 43%
LEVEL OF INTL TRUST 68%
BUDGET AVAILABLE 65.0B

ARMY>2510NAVY> 331AIR>4110SPACE> 88

COMMANDS REMAINING:4

▲ Hurrah, the good old US of A. We love them really, don't we?

% RATINGS

PRESENTATION 88% It's on CD and looks fab. There are hundreds of game options

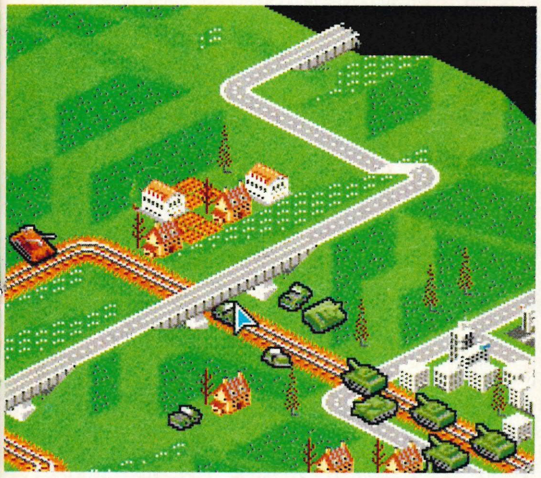
GRAPHICS 76% It's all animated well, but there are no cut sequences or FMV scenes

SOUND 89% Lots of CD music and a fair bit of speech too

SHORT TERM PLAY 74% Not very easy to get into but it is well worth it when you do

LONG TERM PLAY 81% Many hours will mysteriously disappear while playing this game

OVERALL 83 A highly enjoyable strategy game that makes a change from all the boring platform games that have been coming out recently



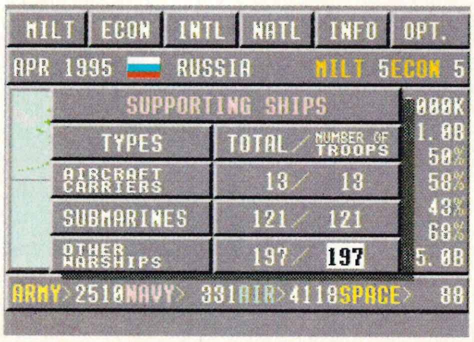
◀ Now the battle starts proper. What we want are tanks rolling round the streets gunning down innocent people. Now that's what I call chaos

RELAX

As I said before, most Mega Drive players only want games that they can get into instantly and give them an adrenaline rush for 10 minutes before going on to play something else. However, there are more serious gamers out there who would find this particular piece of software enthralling. There is a hell of a lot to do in Third World War and quite a few different war scenarios to choose from, giving the game a very, very long life indeed.

So if you want to exercise your grey matter between blasts of killing aliens from the planet Zob, then plump for this game because you can't go far wrong with it.

▶ Before going to battle you must mobilise your forces. Right lads, it's time to start the cold war again. Watch out Moscow, here we come!



MILT | ECON | INTL | NATL | INFO | OPT.

APR 1995 RUSSIA MILT 5ECON 5

SUPPORTING SHIPS

TYPES	TOTAL / NUMBER OF TROOPS
AIRCRAFT CARRIERS	13/ 13
SUBMARINES	121/ 121
OTHER WARSHIPS	197/ 197

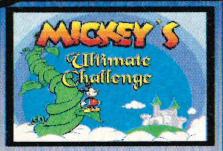
000K
1.0B
50%
58%
43%
68%
5.0B

ARMY>2510NAVY> 331AIR>4110SPACE> 88

THE SECOND OPINION

ALLIE

I don't usually enjoy strategy games, but for some reason this one was strangely compelling. The combination of an excellent user interface, some great sampled speech and music and a well-presented battle screen make this a winner. It isn't perfect though – a two-player option would have gone down very well, the graphics really aren't going to win any awards and perhaps the battles screen moves a bit too slowly. This really is a strategist's dream come true, however it is a touch expensive and (other than the speech) is another waste of the Mega-CD's capabilities. With five skill levels you won't beat it quickly and for depth of gameplay you can do far worse for your £45.



BY: HI TECH EXPRESSIONS

CART

STYLE

PUZZLE

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE IMPORT

MICKEY'S U

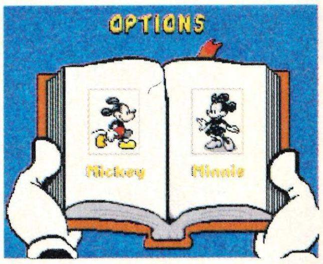
This is one for the kids, so all of you over the age of four can go away and drink lots of beer and do other grown-up things. Right kiddywigs, strap yourself in – dodgy Uncle Dave is going to take you on a trip to the land of Beanwick...

It's bedtime at the Mouse house and Mickey is all tucked up with his cocoa and a good book (but no Minnie – remember, this is a Disney character we're talking about here). Flicking through the pages is obviously a tiresome task and Mickey soon drifts into unconsciousness and is transported to the magical land of Beanwick. Upon his three-point landing on Beanwick castle tower, he is told by one of the guards that Beanwick is experiencing some severe problems of the earthquake kind. Being the kind of mouse Mickey is, he offers to solve the quandary of the earthquakes and it's off we go...

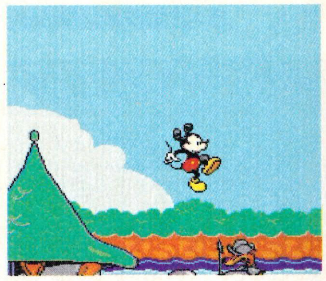
CHOCOLATE FUDGE

Mickey's Ultimate Challenge is obviously supposed to be approached as a joint family venture, with different age groups tackling different sections of the game. The game consists of a scrolling landscape which Mickey must explore in order to meet other Disney characters. Each character can be found in a different room or building around the castle and here you must guide Mickey as he solves puzzles, gains items, swaps items for magic beans, and then on to resolve the problem of the earth tremors.

▼ Don't let this quick-witted one-liner fool you – this really is a serious game



▲ Handy hint: to save confusion, little girls can play Minnie, little boys can play Mickey. Who says that sexism on the Mega Drive is dead?

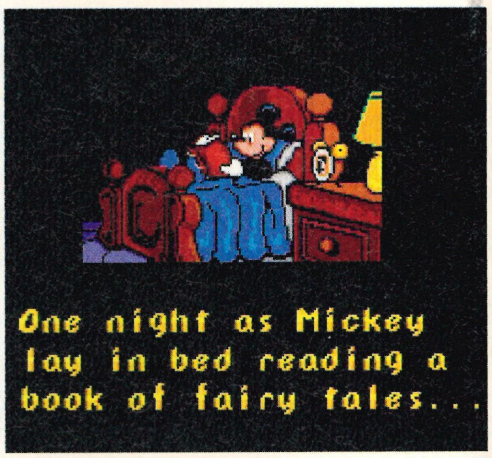


▲ Mickey drops in on the Beanwick castle turtle-wearers convention

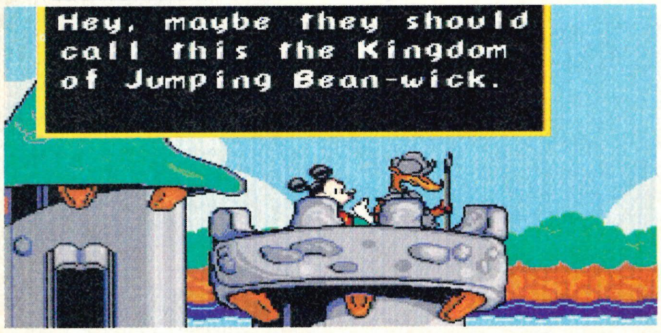
▶ ...The duvet started to mysteriously rise from a central point...

MONKEY-PUZZLE CAKE

Three different difficulty levels are given when you start the game and you can choose between these depending on your age. The Cake skill level is for the under-fours and Rich (on a good day) and the puzzles are very easily solved. Next level, medium, is aimed at the four to nine-year-old range and although you still have the same problems to solve, they become slightly more complex. The final (challenging) level is for adults, and yet again we have exactly the same puzzles but on a much more ambitious scale. I can only suggest that the reason behind including the adult's level of play is to attract the parents of younger Mega Drive owners who don't usually play, and encourage them to spend some time with the kids.



One night as Mickey lay in bed reading a book of fairy tales...

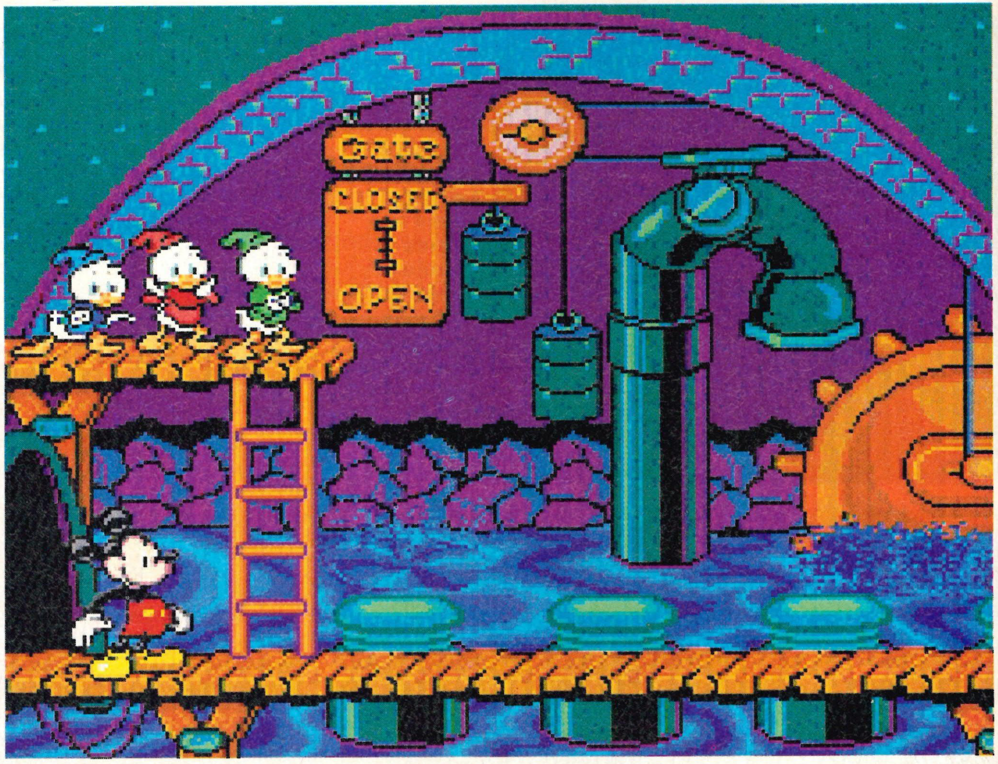


Hey, maybe they should call this the Kingdom of Jumping Bean-wick.

THE SECOND OPINION

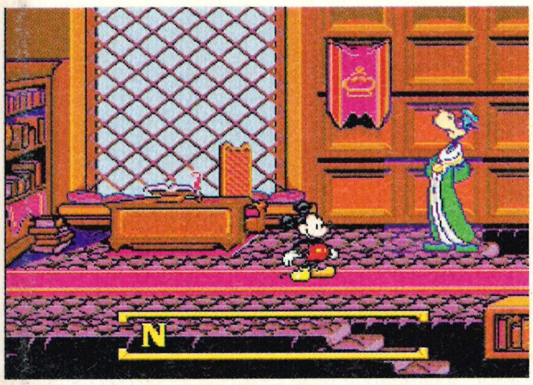
RICH LLOYD

This game is unbelievably easy to complete. I sat down for a quick go and ending up finishing the game in five minutes. Of course, I am a little older than the target audience, but even they must be expecting more game for their money than this! The graphics are poor compared to previous Disney outings and the sound is nothing to rave about and certainly nothing to rave to. Participation is minimal, with the platform exterior simply a cover for some substandard puzzle elements. The option to play either Mickey or Minnie will please small children, but all in all this is a waste of £40. If adults are reading this, buy your kids something more worthwhile – like a book.

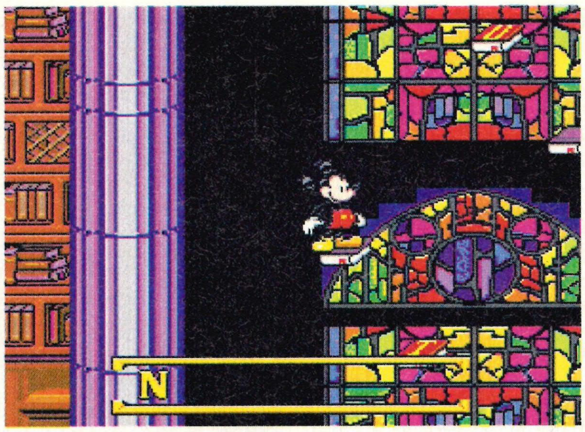


▲ Huey, Lewey and Dewey turn on the waterworks when they find that they can't get the drawbridge down. It's up to our hero Mickey to jump on the green things in the right order to enable them to cross

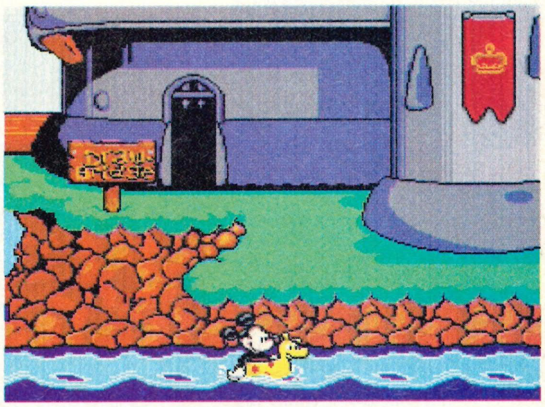
LTIMATE CHALLENGE



If there's a mouse in the house, get him out, get the rhino out, get him out of the house, get him out



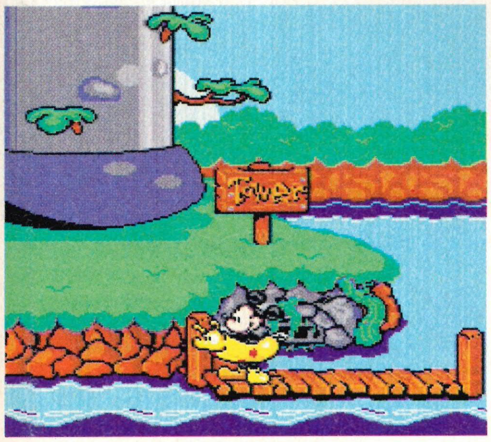
Don't try this one at home, kids



Mickey row your duck ashore just doesn't have the same ring to it...

MAGNUS MAGNUSSON

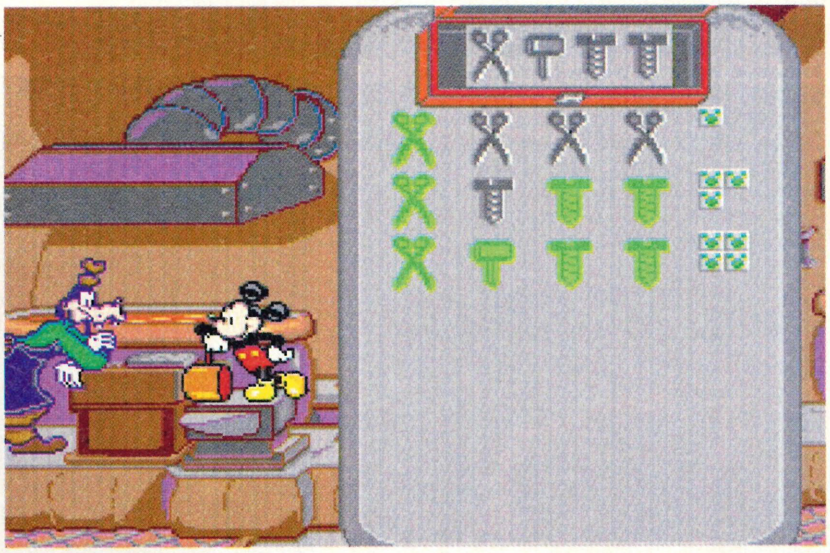
If you've ever watched daytime television quiz shows, you'll be familiar with a number of the puzzles that are presented to you by the other Disney characters. Inspiration is also taken from a varied array of puzzle games such as Simon (remember the flashing coloured pads that make rude noises?) and Master Mind (remember those little coloured pegs?), but much simplified versions. Once you've completed the puzzle the Disney character will give you an item. Each of these items can be used by one of the other characters in the game and it's Mickey's job to deliver these items in return for a magical bean.



The mouse is prepared for every eventuality. If you can't be bothered with the drawbridge, head down to the jetty and pull out your rubber duck

SMALL BURNT SCONE

So, what exactly do we have? We have five areas of bog-standard challenges that any serious gamesplayer is not going to be impressed by. The under-fours will love it, but are going to need adult supervision with the puzzles, which in itself isn't a problem. Graphics aren't up to the standard I would have thought is required for a Disney character, and its only saving grace has got to be the smooth scrolling, but then you aren't going to buy a £40 game just for that, are you?



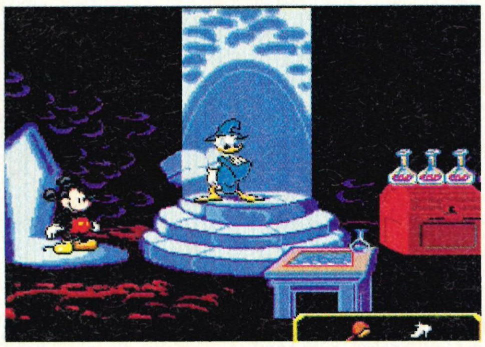
Goofy's bored, so he and Mickey get down to some serious tool guessing!

MICKEY'S BEAN HAD!

Once you've been around the five locations, solved the five puzzles and given the five items to the five rightful characters, Mickey finds himself with five measly magical beans as a reward for all his trouble. Now anyone in their right mind would be satisfied with this – you could swallow the beans and impress your friends with amazingly powerful magic farts, but not Mickey. No, Mickey has to chuck them down the wishing-well.

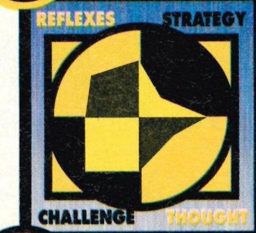
After a few seconds, there's another earth tremor and a colossal beanstalk breaks free and gushes out of the wishing-well. Bet you can't guess what happens next? Yep, after you've climbed the beanstalk and attained cloud level (either that or there's a faulty sheep factory somewhere near), you find the cause of Beanwick's problems – a sleeping giant with a snoring problem. In any other game you'd have great fun defeating this end-of-level boss by pummelling or shooting him into submission, but remember, this is Disney. All that's needed is the reconstruction of the giant's alarm clock which is in the shape of one of those square puzzles with a piece missing.

Once you've got the pieces to fit, the alarm bells ring and the giant awakes. Then, instead of beating the crap out of you, he thanks you and that's it – end of the level, end of the game, thank you and good night.



Donald proves yet again that he is one of Disney's most magical characters

% RATINGS



43%	**PRESENTATION**	Very blocky and totally unimpressive
57%	**GRAPHICS**	Very slick scrolling but notably shoddy considering it stars Disney characters
50%	**SOUND**	At least repetitive farting in the bath tub has humour value
75%	**SHORT TERM PLAY**	Very easy to get into (if you're over the age of four)
10%	**LONG TERM PLAY**	You'll probably have finished it within 20 minutes!

OVERALL

57

This is a game for the under-fours (and Rich)

MEGADRIVE REVIEW

SEGA

16 MEG

STYLE

SHOOT'EM-UP

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE APRIL '94

Oh no! It's a rock hard shoot'em-up and only one man can save us. Cue the obligatory 'What a shame we have to rely on RICH LLOYD' joke. Ho, ho, ho!

SUB TERI

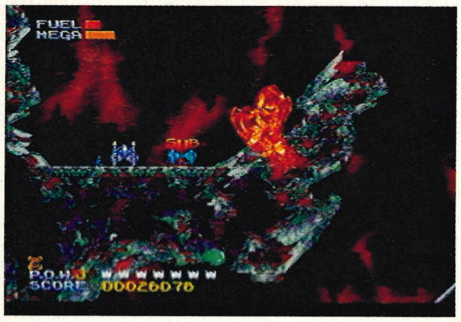
It's been a while since we've had a game with even the slightest bit of originality in it so I was pleasantly surprised when Sub Terrania landed on my desk. If you are as old as me, which most of our readers aren't, you might remember days gone by when we all played simple yet enthralling games like Thrust and Oids. Well, nostalgia ain't what it used to be because Thrust has just been revamped beyond all recognition and the result is Sub Terrania – an eight-way scrolling shoot'em-up that requires brains as well as fire power.

As always, the story is very simple, but we don't want anything complicated such as a plot getting in the way of our fun do we? On an asteroid in deep space a mining colony is invaded by hostile aliens and some of the workers are trapped deep down in the mines. A prototype spaceship has just been developed, and in the nick of time too because it is the only thing that remotely stands a chance of kicking the aliens' butts. The only drawback is that there is only one of them, so you are on your own...again!

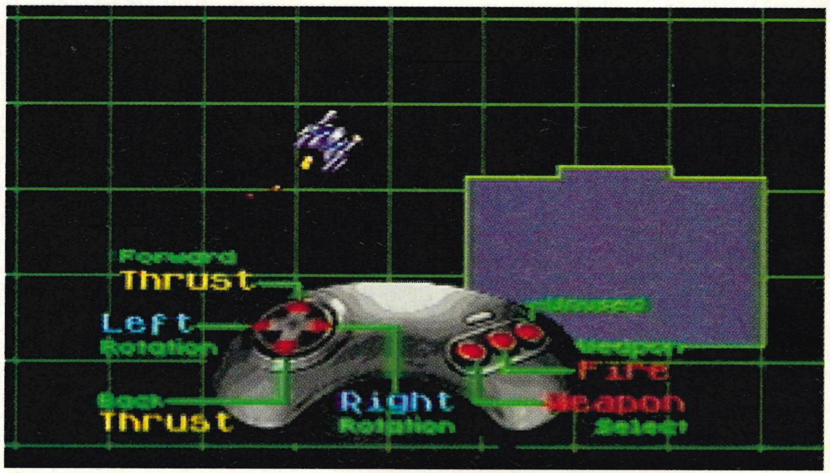
STINGRAY

Recently, all the new games that I have played have either been very poor platform games or run-of-the-mill basketball simulations. Therefore it is a bit ironic that a game such as this, from the genre that has been around for donkey's years, can make such a refreshing change.

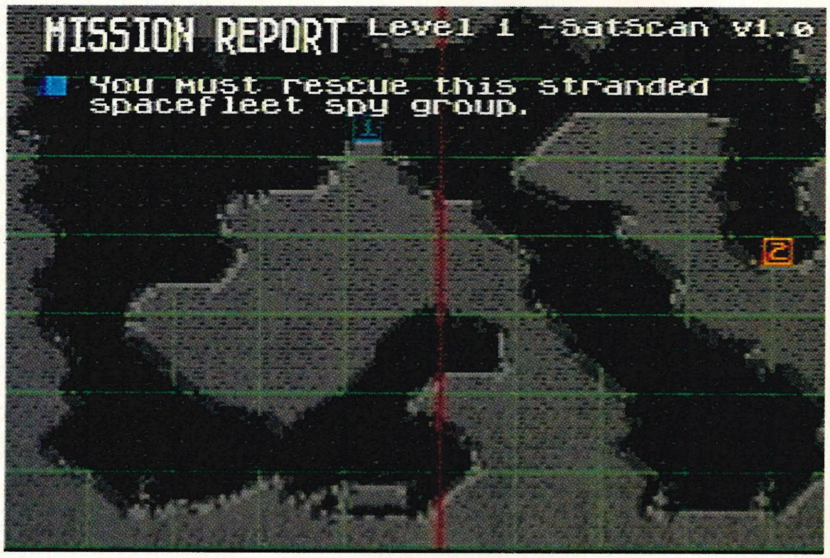
For those of you who haven't played similar games like Thrust or Oids the basic concept is simple – you control a small spaceship that can rotate through 360 degrees. By spinning either left or right and using the thrusters you can propel yourself along and avoid the rocky landscapes while shooting the aliens. I guess the asteroid that you are on is quite a big one because it has a high gravitational field. This can only mean one thing – that you stand a very high chance of crashing into the ground!



▲ **The ship can land on flat surfaces to collect the survivors and sub parts**



▲ **It's training time. All you brain-dead gimbos out there can practice with the controls to your heart's content**



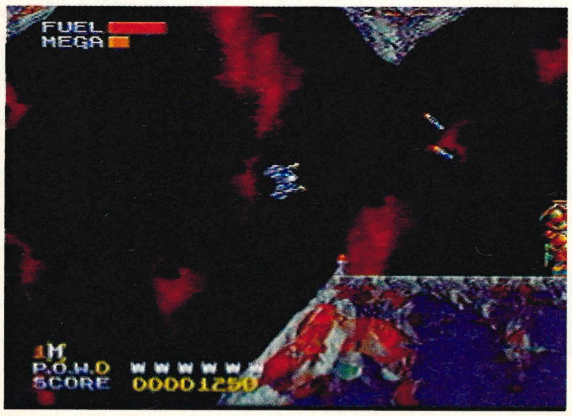
MISSION REPORT Level 1 -SatScan v1.0

You must rescue this stranded spacefleet spy group.

▲ **This is a map of the first level – it's not very big but there is still a lot going on**

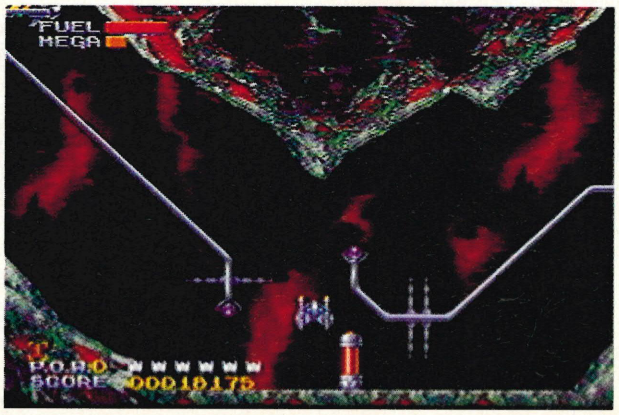
SEAQUEST DSV

This is no normal shoot'em-up because you have a very strict fuel supply that goes down quickly. It's all well zooming about like a loony, but when the fuel runs out you will find yourself plummeting to an untimely death. So, all environmentalists out there will be happy to know that fuel conservation is the order of the day, and this is done by using the thrusters sparingly. OK, so they have to be used to go upwards, but when going down the best bet is to let gravity do all the hard work with the odd thrust here and there to change direction. Thankfully fuel pods are located at various points as well and can be collected simply by landing near them.

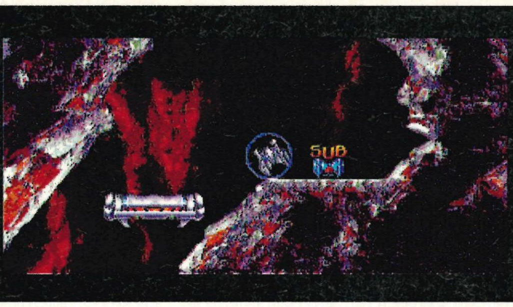


◀ **Weapons galore! Find the hidden power-ups and use more powerful weapons against those evil blighters**

▶ **These little tubes boost your weapons**



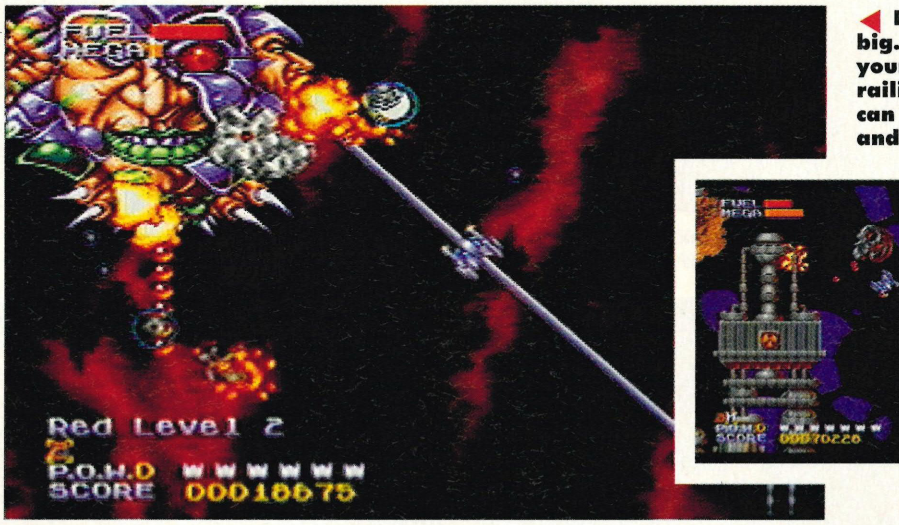
RANIA



SEAVIEW

There are 10 different levels in this game and each one has its own set of objectives. In the first mission you must rescue some stranded workers and find a piece of a sub module that the aliens have hidden away. This would be easy if it wasn't for the fact that there are thousands of aliens all over the place constantly firing at you. The second mission is the same, but before you can get on with it you must destroy a giant alien spaceship with three heads, and this guy is one tough mutha!

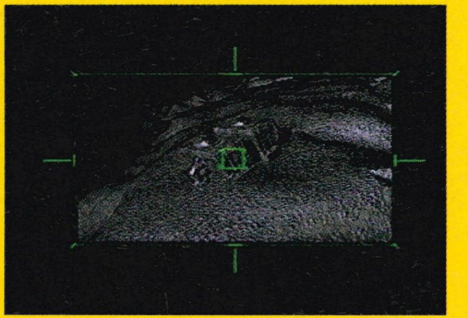
On the third level there is a giant laser system blocking off most of the level and the only way to get round it is to set up a system of mirrors so that the alien laser blasts through certain sections of wall and then destroys itself. This part is particularly tough because you must hover around, dangling giant mirrors from your tail section in the right place trying to avoid the indestructible aliens that just happen to be shooting at you.

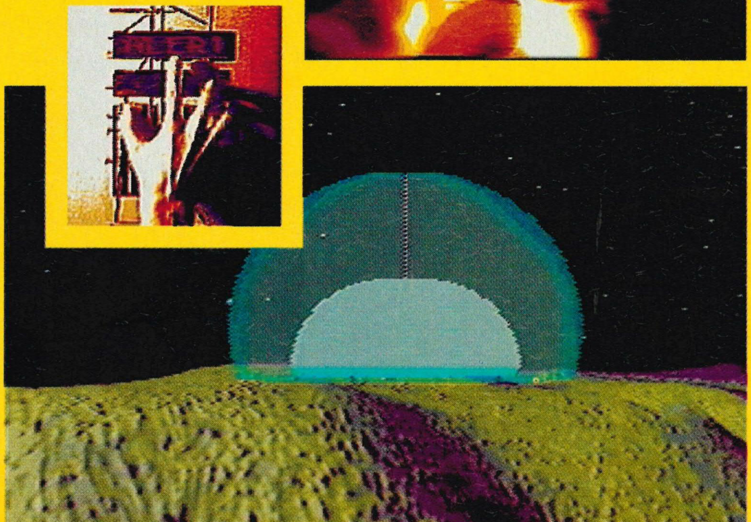


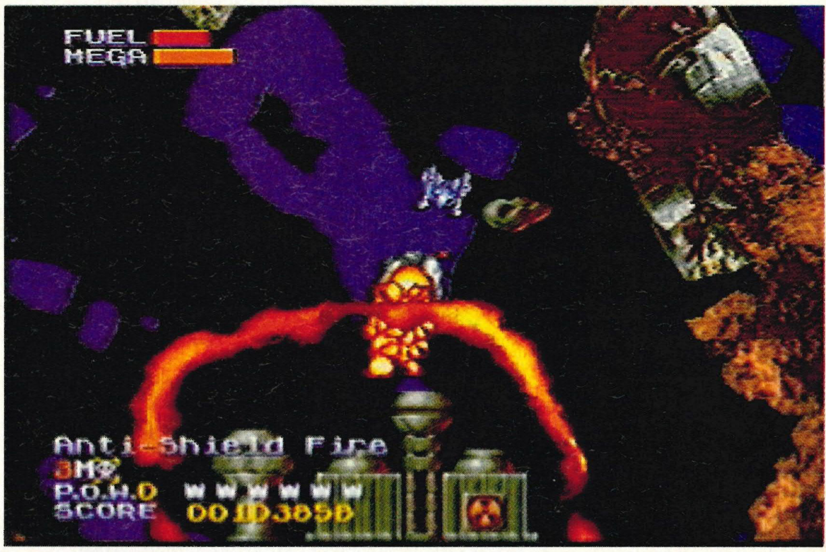
◀ **Help! He's a bit big. You can attach yourself to the railings so that you can move around and save fuel**

ONCE UPON A TIME...

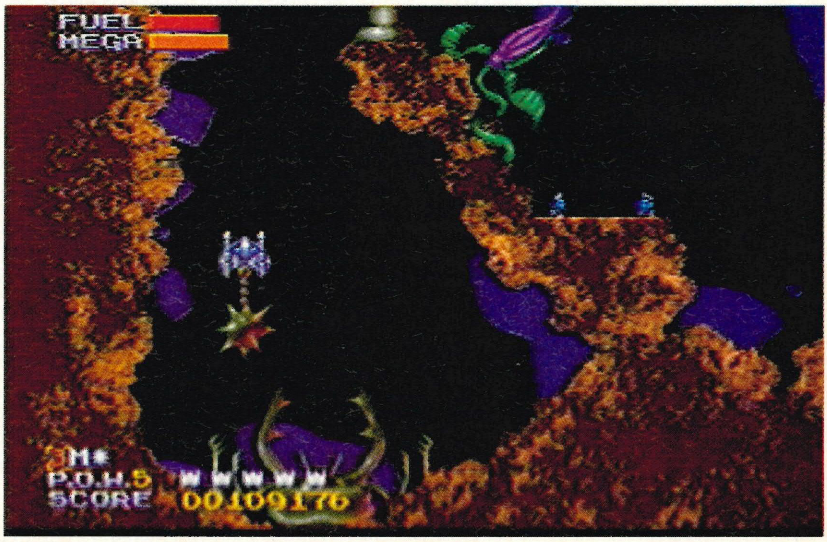
Once upon a time there was a quiet and peaceful village on a small asteroid in outer space. The colonists lived happily, toiling away in the mines every day without a care in the world. Then one day, a nasty alien spaceship spat flaming leaden death down onto the carefree citizens, freeing them from their worthless little lives. One of them managed to sound the alarm, and now it's up to you to kick the aliens' arses back to Hell for all time.



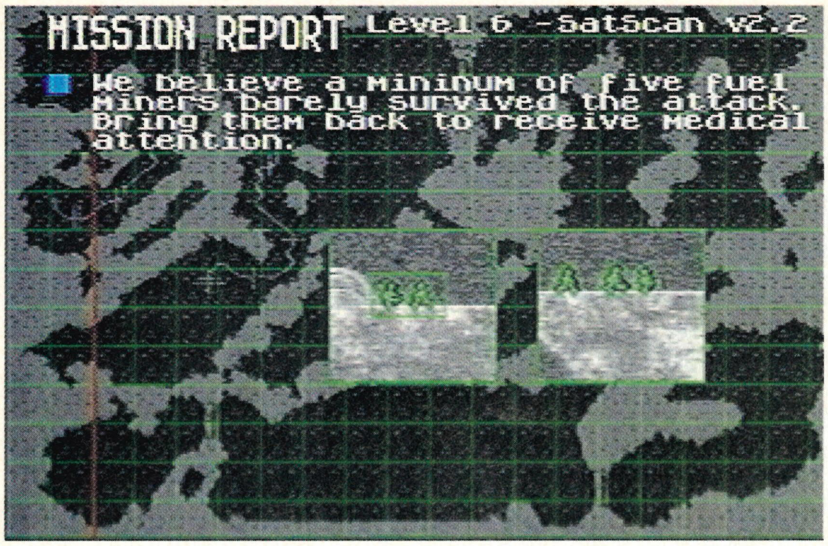




▲ **On level five the nuclear reactor is protected by a force field. Can you work out how to penetrate it?**



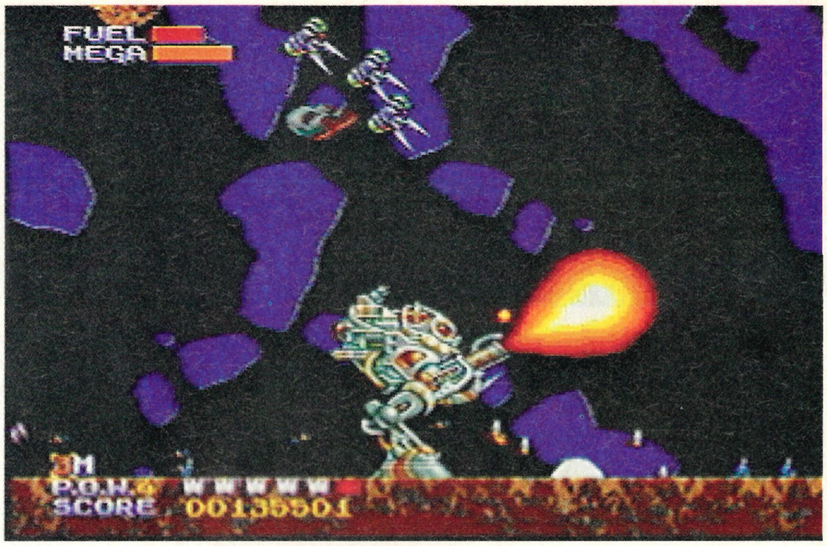
▲ **When the reactor has blown there's a spider that can't be dealt with normally so what do you do? It's a bit obvious isn't it?**



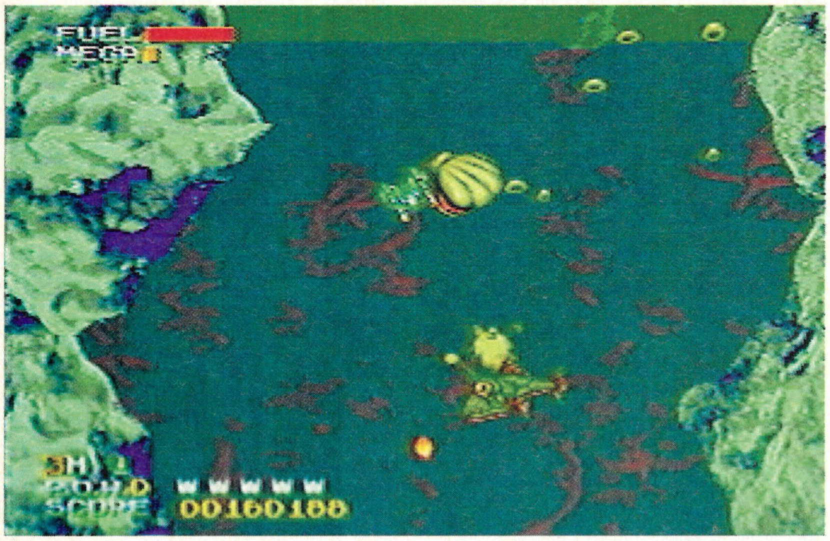
MISSION REPORT Level 6 -SatScan v2.2

We believe a mininum of five fuel miners barely survived the attack. Bring them back to receive medical attention.

▲ **Between mission, HQ sends you details of the next tasks. At level seven communication breaks down and you are on your own**


FUEL
MEGA
3M
P.O.W.D
SCORE 00135501

▲ **Unsurprisingly, this bloke carrying a big gun isn't on your side and the little people he is terrorising are. Too bad!**

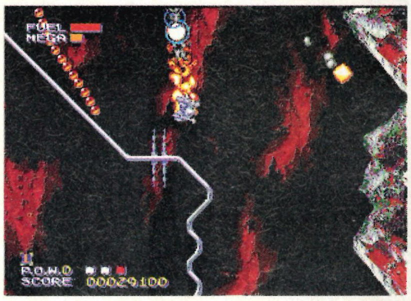

FUEL
MEGA
3M
P.O.W.D
SCORE 00160188

▲ **Get all the sub pieces and you can go underwater – this leads to all manner of confusing problems**

YELLOW

On each level you must collect sub modules and after six levels all the pieces can be assembled, meaning the ship can now move around underwater. What a good job too because level seven is completely flooded!

At this point you are on your own because the mining HQ cannot maintain radio contact and thus can't tell you what to do. The other problem on this level is that your ship floats and so to go downwards you have to use the thrusters. This makes things slightly complicated, especially when you find the anti-pressure device that makes the ship sink like a lead balloon for five seconds at a time!


FUEL
MEGA
P.O.W.D
SCORE 00029100

SUB TERRANIA

```
High Score
00100000 0 CRIONICS
00090000 0 DEFTRONIC
00080000 0 THE SPY
00070000 0 MURPHY
00060000 0 SILENTS
00050000 0 KYO/DALLE
00040000 0 SIONIC
00030000 0 KARVID
00020000 0 GUZZLER
00010000 0 CRUX
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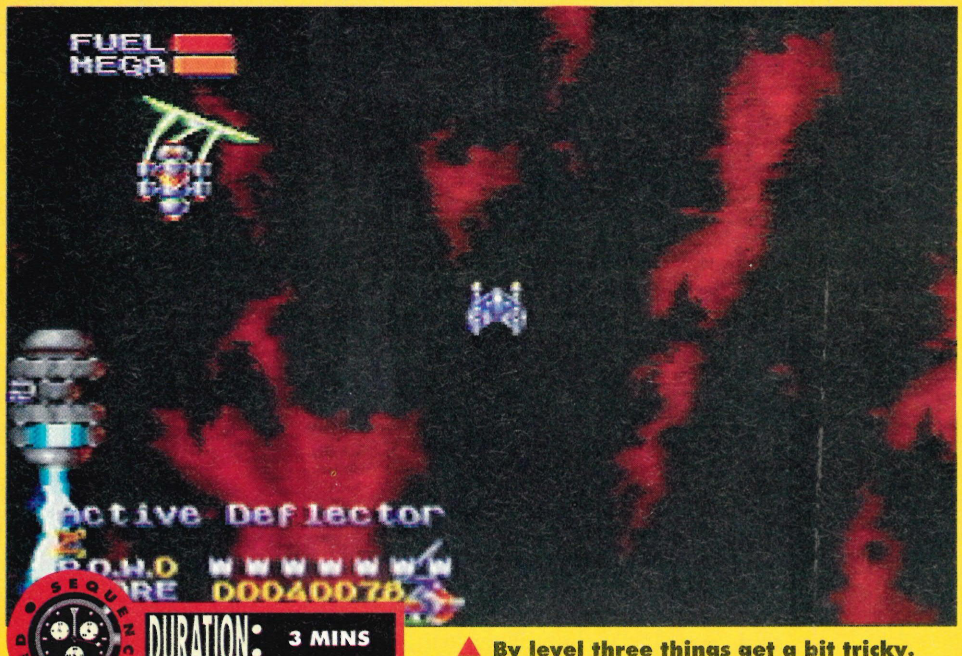
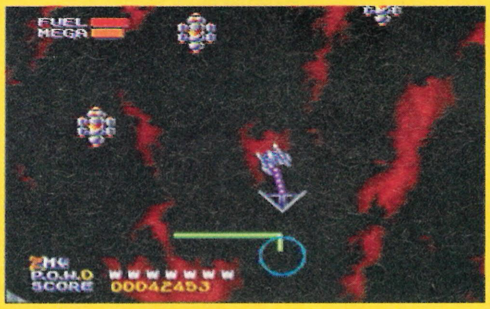
ALL DONE WITH MIRRORS


FUEL
MEGA
Active Deflector
P.O.W.D
SCORE 00040078

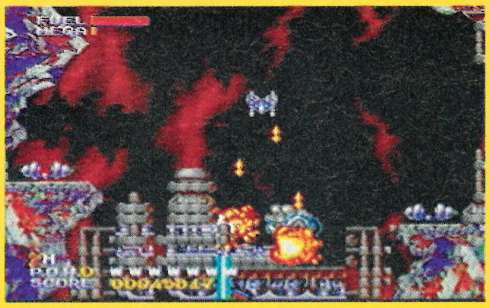
TIMED SEQUENCE

DURATION: 3 MINS

▲ **By level three things get a bit tricky. Find the deflector and position it on the helpful truck just in front of the giant laser**

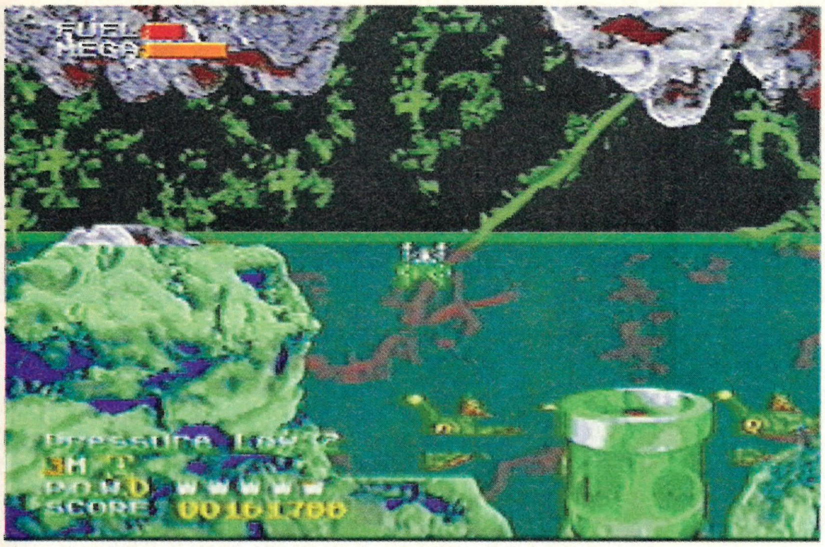

FUEL
MEGA
2M
P.O.W.D
SCORE 00042453

Get the angled mirror and dangle it so the laser beam gets reflected to the left

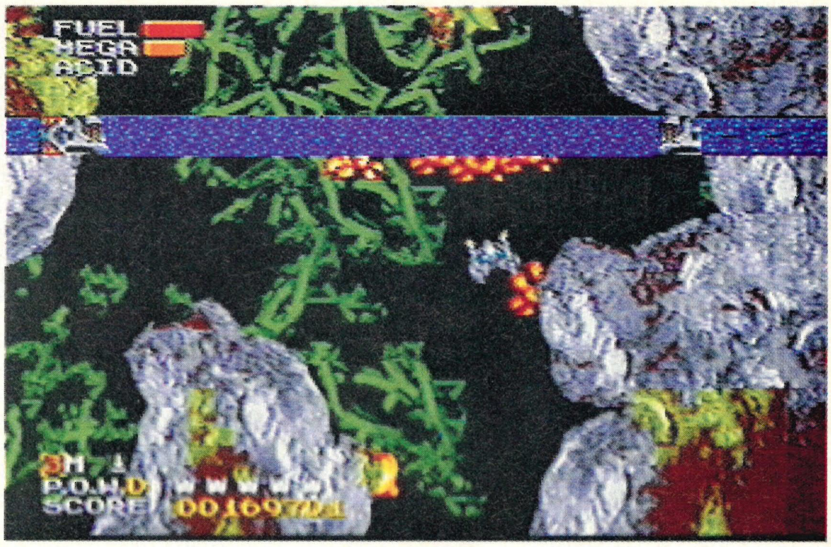

FUEL
MEGA
2M
P.O.W.D
SCORE

This beam destroys a wall. Go through and nuke the building to reveal another mirror

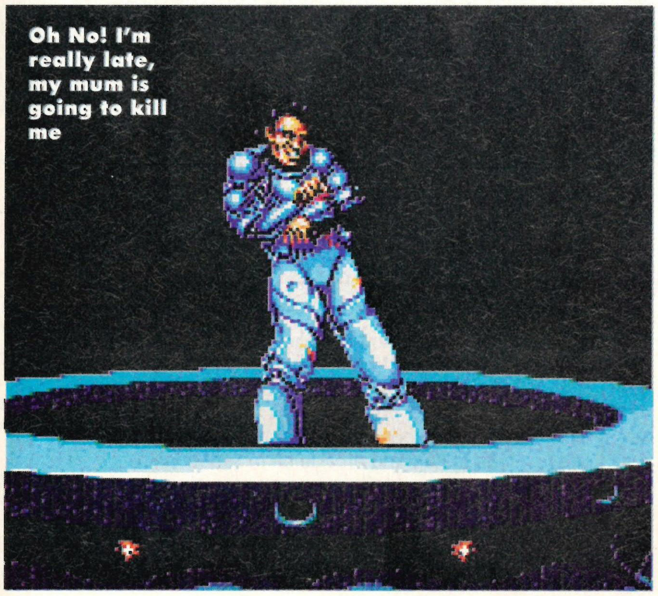
FUEL
MEGA
Game
2M
P.O.W.D
SCORE



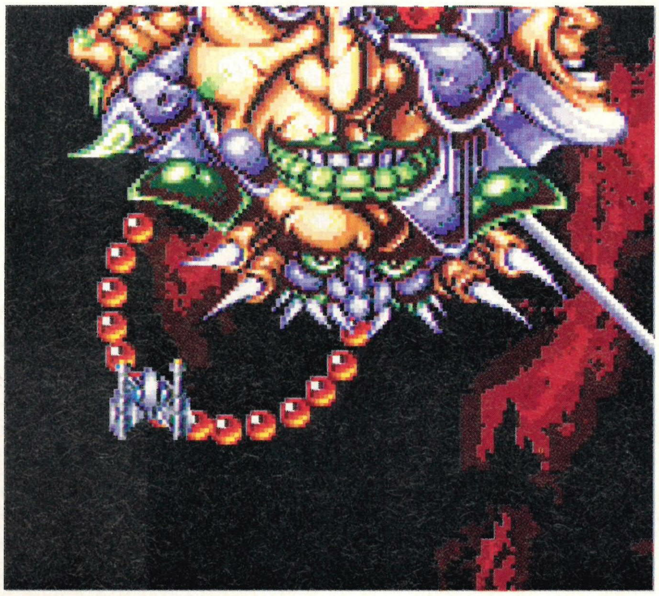
▲ There is a big plughole at the bottom of the sea – blast it open and all the water goes away



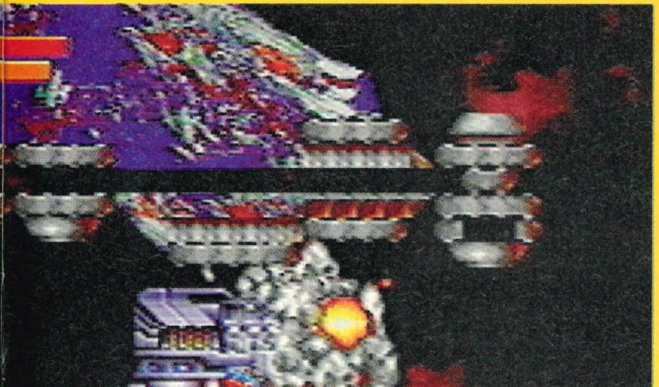
▲ One of the levels is surrounded by a giant force-field which only has one weak spot. Find it and then carry on again!



Oh No! I'm really late, my mum is going to kill me



◀ Oi! Get of me you slimy green oozing alien type thingy or I'll get my dad on you



Position the other mirror above the truck and the laser beam will reflect back and destroy the gun. Phew, what hard work that was

DAS BOOT

As you can tell, this is no ordinary scrolling blaster. There are lots of little touches that you won't have seen before, like the rails that you can latch onto in order to save fuel, and there is also a lot of stuff that is normally associated with this style of game such as weapon power-ups and big guardians. It is all very impressive stuff and the unusual control system soon becomes instinctive, making the game very playable indeed.

There is one small problem though, and that is the size of the game. Each of the 10 levels is quite big, and is very tough on the hardest settings, but after playing it for only a few hours I managed to get all the way to level eight with a whole load of lives left. Because of this and the fact that the levels are exactly the same each time you play, I can't see Sub Terrania lasting very long, which is a shame because apart from this it is an excellent blast.

THE SECOND OPINION

ALLIE

This is definitely one of the best shoot'em-ups to hit the Mega Drive for a very long time. For once here's a game which actually has a certain amount of originality to it! Not only does it look good and play well, but it has some interesting puzzles to be completed which make it more than just a plain and boring blast. It may need some fairly nimble joypad work, but it's really worth persevering with. Once of the best shooters from Sega in a very long time.

% RATINGS

REFLEXES
STRATEGY
CHALLENGE
THOUGHT

91%	**PRESENTATION**	Superb. A great intro and a sleek-looking game
89%	**GRAPHICS**	Animated well and the small sprites are very detailed
88%	**SOUND**	Great spot FX and some classy tunes
78%	**SHORT TERM PLAY**	Controls take a while to get used to, but it's fine when you do
75%	**LONG TERM PLAY**	The lack of levels shortens the game's life a bit

OVERALL

90

A highly original and challenging game. It's just a shame there aren't many levels

GRIND STORMER

BY: TENGEN

TENGEN
PRESENTS

STYLE

SHOOT'EM-UP

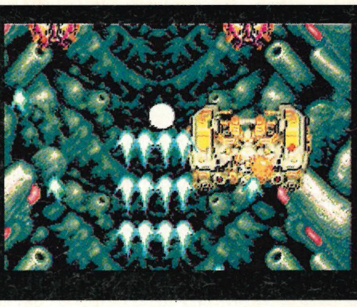
PRICE £39.99

PLAYERS 1

SKILL SETTINGS 1

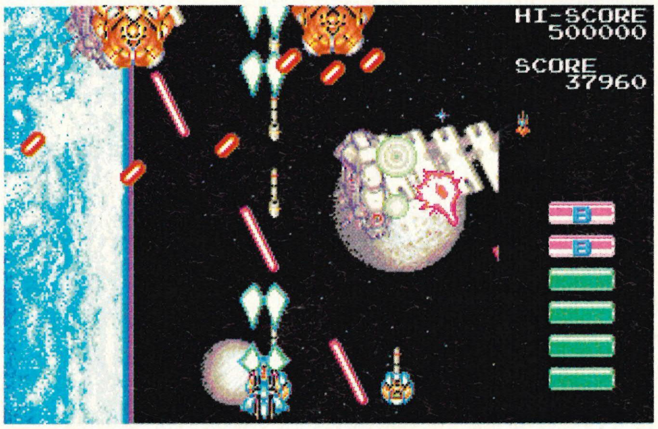
RELEASE DATE IMP ORT

Injected with a lethal poison, RICH LLOYD has just 24 hours to live. Saddo that he is, he spends them reviewing the latest shoot'em-up.



GRIND

Shooters eh? I love 'em. As I matter of fact I love all console games. And my console too. Boy, do we have fun together or what? Well, actually we haven't had much fun recently, especially when I plugged this arcade conversion into Marlene's (that's my pet name for her) cartridge port and started to play. You see, this Grind Stormer thing really isn't that good and all that stuff about me loving shooters was really a lie. In fact I tend to find them rather repetitive. But does this particular one have any good points?

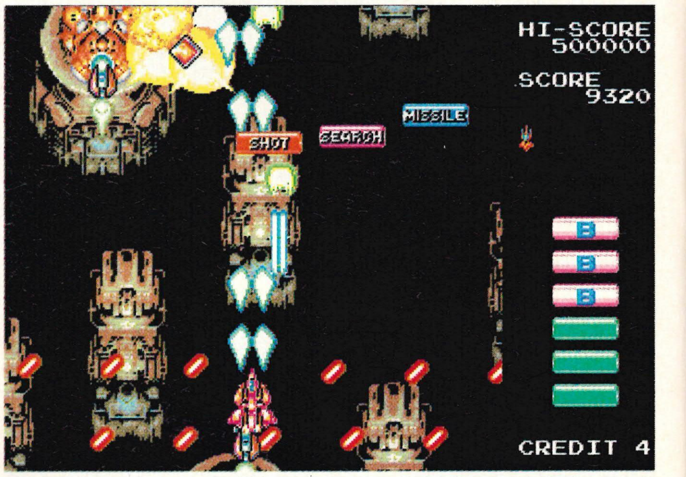


▲ **Mind the orange laser beams, Marlon!**

MOULDY APPLE CORES

The sound does not add anything to the game and is comprised of the usual plink-plonk Mega Drive tunes. Again the fault lies in the original machine, so quite why such an obvious dud was converted in the first place is beyond me!

Both tunes and effects seem very loud, in fact the overall sound seems to have been completely overdone. To add to your misfortune in purchasing Grind Stormer, the gameplay isn't up to much either. The screen seems constantly full of baddies and there are far too many shots on screen at a time to avoid. Even played on easy the game is far too tough and with five lives and eight continues I still struggled to finish the game. This situation inevitably leads to frustration and ultimately the destruction of the cartridge under a heavy boot.

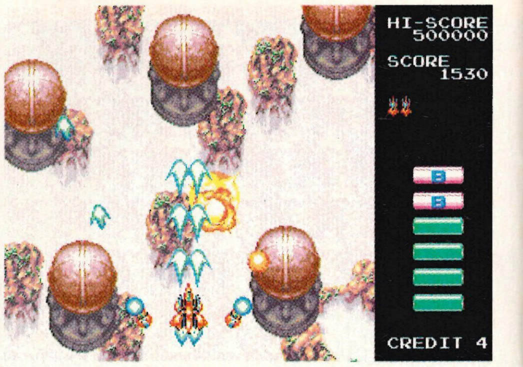


▲ **Severe amounts of power-ups to choose from, but you can only have one at a time. Which to get?**

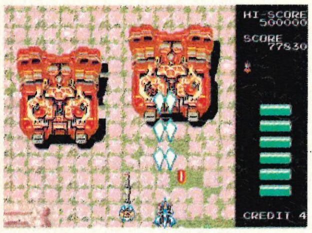
SWEATY ARMPIT STENCH

Graphics maketh the man (so they don't say), so does Grind Stormer look the part? I'm afraid I'll have to answer "No" to that question. This isn't really Tengen's fault of course because this is an arcade conversion of the apparently 'storming' coin-op. Did you ever see the machine in your local arcade? I thought not, and neither did I, so I guess it was a storming arcade hit in America.

The sprites are all well defined and animated, although none of the fancy tricks we've come to know and love through such greats as Gunstar Heroes are apparent here. There's no software scaling or rotation, in fact slowdown – the bane of the SNES – rears its ugly head and a massive amount of slowdown manages to accompany the game.

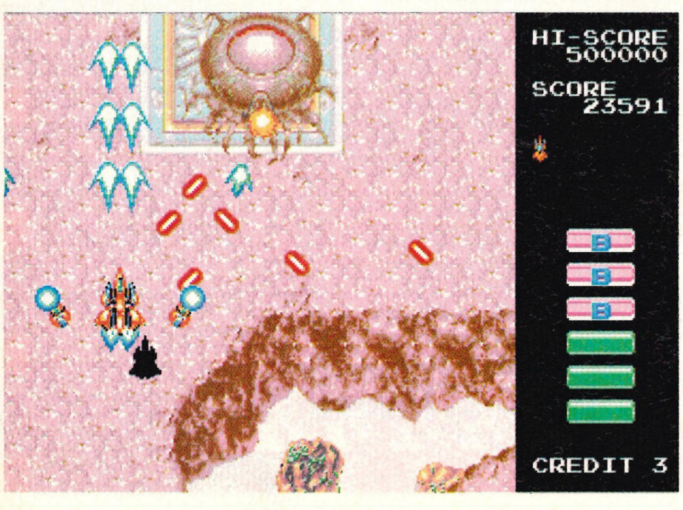


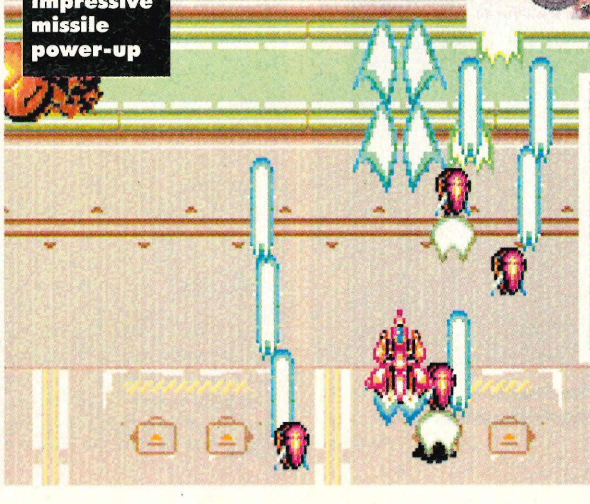
▶ **This is the pinball bumper level. Well, that's what it looked like to me anyway**



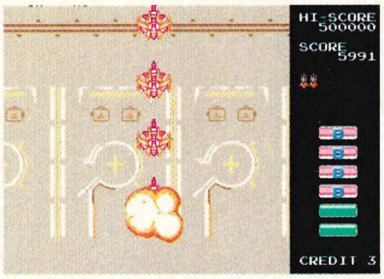
▲ **The first end-of-level guardians which are the easiest ones in the game, naturally**

▼ **This spider greets you in one of the levels and he ain't easy to kill!**



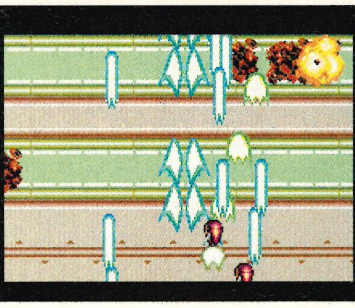


▶ **This is the very impressive missile power-up**

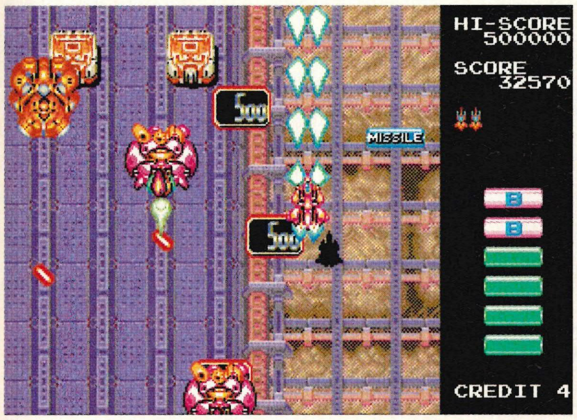


▲ **You've blown it. You lose all your power-ups when you die, making the game really tough**

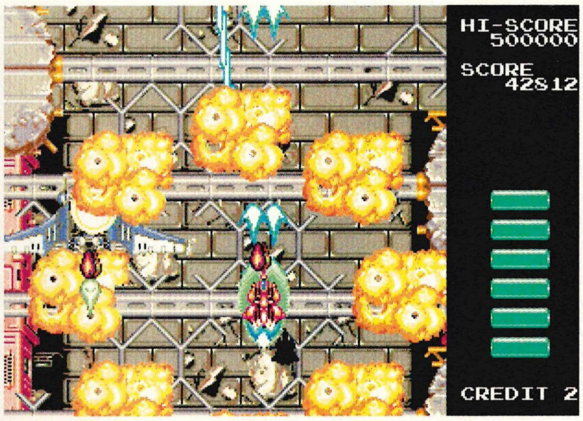
STORMER



Thanks to Dream Machines 2. Tel: 0429 869459.



▲ **Collect enough bonus points and you'll get an extra life**



▲ **Use your smart bombs to create huge explosions like this, with no damage to yourself**

MOULDY CRICKETER'S JOCKSTRAP

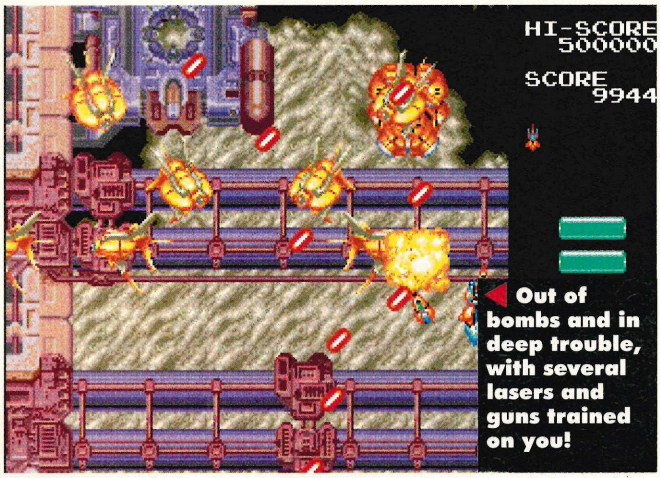
The gameplay is the standard shoot'em-up action. The screen scrolls upwards with a single layer of 'underground' parallax. Various power-ups remain when certain ships are shot, which can change your machine's capabilities. You also have a limited number of smart bombs, so-called because of their ability to destroy everything within a 35-mile radius of your ship. Yep, you've seen it all before, except in a far more polished form than this rubbish.

As an added bonus (ahem) the programmers have added the game V-5, which is similar to Grind Stormer except that you have no smart bombs and can collect power-ups and then select the weapons you require from a menu at the side of the screen. Of course, the game itself is identical to the main game and thus equally difficult and unplayable.

UNCHANGED SOCKS

It's lucky that the programmers have seen fit to include a trainer to help you with every level. You can select your starting level from the title page and practice until you have improved somewhat, although if you finish the level you are returned to the title page and do not continue to the next stage, pass go or collect £200.

Oh yeah, and about those levels…all six of them. If you ever did get any good at this game (which I couldn't be bothered to do), then a complete play through from beginning to end will probably take about three-quarters of an hour – even Sonic can better that! There are plenty of options available from the options screen, including one which allows you to turn the joypad upside down and use the thumb-pad with your right hand instead of the usual left. This will be a very welcome addition for left-handed players.



◀ **Out of bombs and in deep trouble, with several lasers and guns trained on you!**

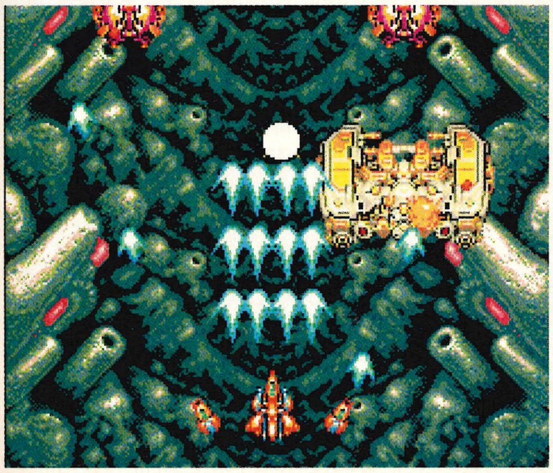
SWEET-SMELLING ROSES?

The game has few redeeming features…in fact so few that I can't think of any right now. In conclusion, I must refer you to several other games that are far better both in graphical content, sound, playability and lastability. Gunstar Heroes is an excellent two-player platform shoot'em-up, while Thunderforce 4 is a far better scrolling shooter. Both games will offer you more than Tengen's latest effort. Perhaps next time Tengen should concentrate on selecting a better title to convert and put its obvious talent into an excellent conversion.

THE SECOND OPINION

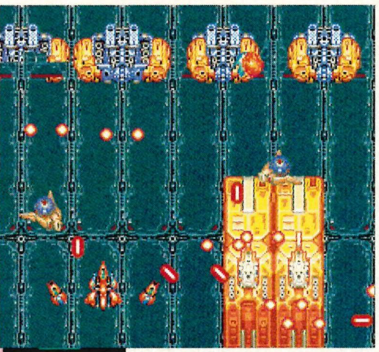
ALLIE WEST

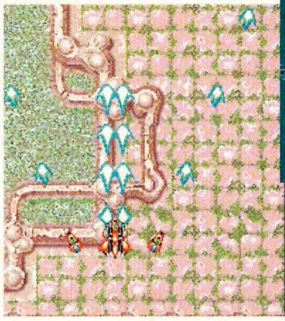
I have to say that I think Rich has been a little bit harsh with his scathing review of this title! It certainly isn't ground-breaking and I haven't seen a game like this for a few years. It is almost a blast from the past to see a hard-kicking vertical shooter like this, with loads of sprites on screen at once, more bullets than the gunfight at the OK Corral and some huge guardians. It's hardly brilliant but nevertheless I enjoyed it a lot.



◀ **Four-shot power-up and the game is still too bloody hard!**

▶ **Doesn't this all look a bit dated to you? It certainly does to me**





◀ **This is V-5. Notice the selectable power-up instead of the bombs on the panel**

% RATINGS

REFLEXES
STRATEGY
CHALLENGE
THOUGHT

PRESENTATION 65%
A wealth of options, except the useful 'swap the joypad around' option

GRAPHICS 63%
Everything looks all right, but that's the extent of my praise for this game

SOUND 55%
Unremarkable, although loud music and effects

SHORT TERM PLAY 45%
Too difficult to get into, although practice modes help

LONG TERM PLAY 40%
Only six levels and the gameplay is too boring to encourage you to continue

OVERALL 54
This genre has been done so much better, so why waste your time with this rubbish?

MEGA-CD REVIEW

Mansion of Hidden Souls

BY: SEGA

Ever seen 7th Guest on the PC? Impressive stuff eh? RICH LLOYD hoped that this would be just as good. How wrong he was...

MANSION

CD-ROM

STYLE

ADVENTURE

PRICE £44.95

PLAYERS 1

SKILL SETTINGS 1

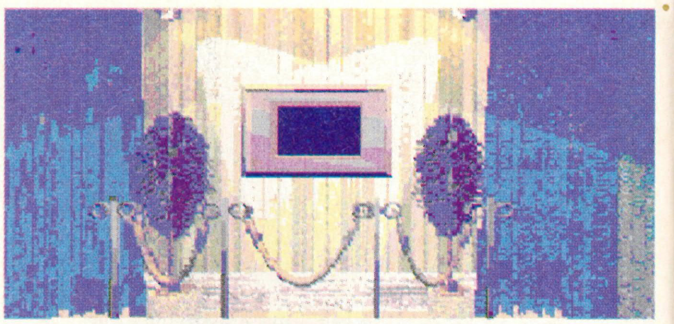
RELEASE DATE

IMP ORT

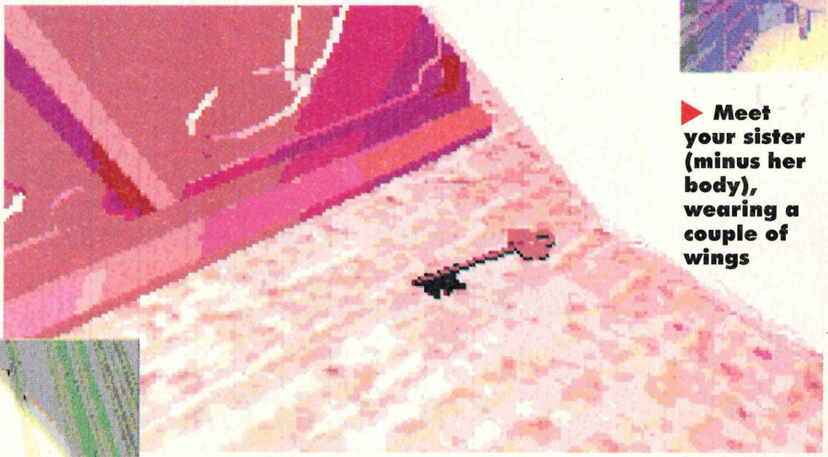
Mansion of Hidden Souls is a very strange game indeed. While walking along in a secret forest, you and your little sister skipped merrily into a field to look at all the pretty flowers and found a lovely beautiful little butterfly. Naturally because sis stared at the butterfly for too long, she got transformed into one herself by a nasty evil tree spirit. Don't you just hate it when that happens?! If that wasn't bad enough, she was whisked away to a large nearby mansion that for some reason nobody had ever noticed was there before. Naturally Mummy and Daddy would be very cross if you went home without the sprog so it is up to you to venture into the house on your lonesome and get the brat back again.

MANIAC MANSION

The entire game is set in a house which is divided into seven or eight main rooms, with a couple of secret rooms and alcoves hidden in various places. By walking around the rooms and exploring everything carefully you will soon come across some puzzles that have to be solved before your sister can be found. In each room there is a butterfly that will waffle on and maybe even reveal the odd clue or two. Most of the time they just say how it is impossible to escape from the mansion and how nice it is being free of their human bodies.

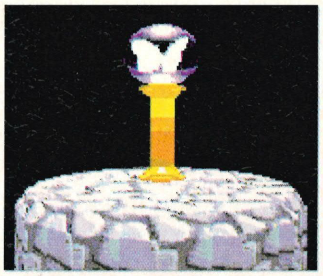


▲ What is this mysterious black painting? Why is it guarded? Why does it tell you the solution to the whole game, therefore defeating the object of playing it? Who knows...



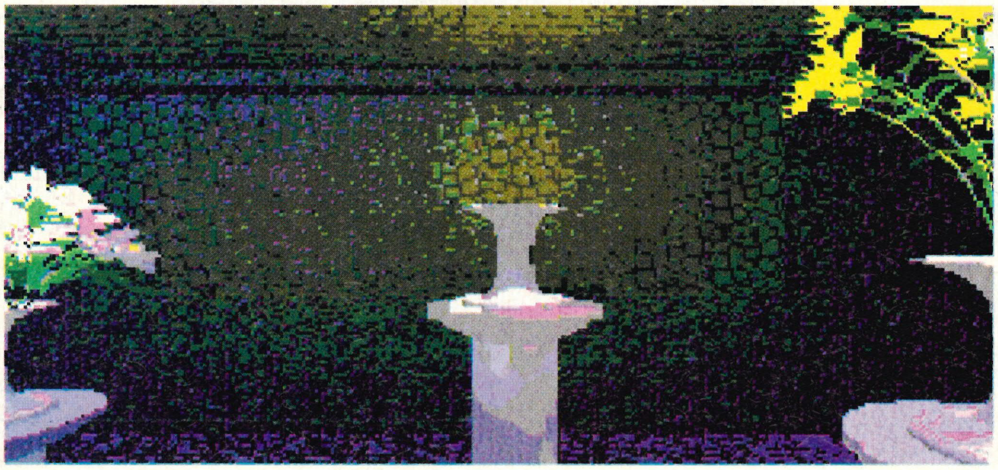
▲ Inspect the wardrobe closely and a key will be revealed. Could it be used on the locked door in the next room perhaps? My powers of deduction are simply stunning, aren't they?

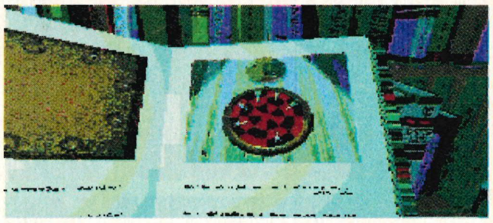
▶ Meet your sister (minus her body), wearing a couple of wings



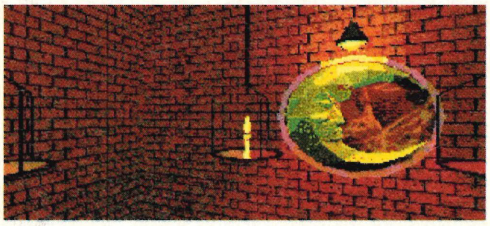
▼ Super, smashin', great, you get nothing in this game for two in a bed

▶ An empty vase! But wait a minute, I've just found a flower. What do I do now? It's like being in the crystal maze it's so hard



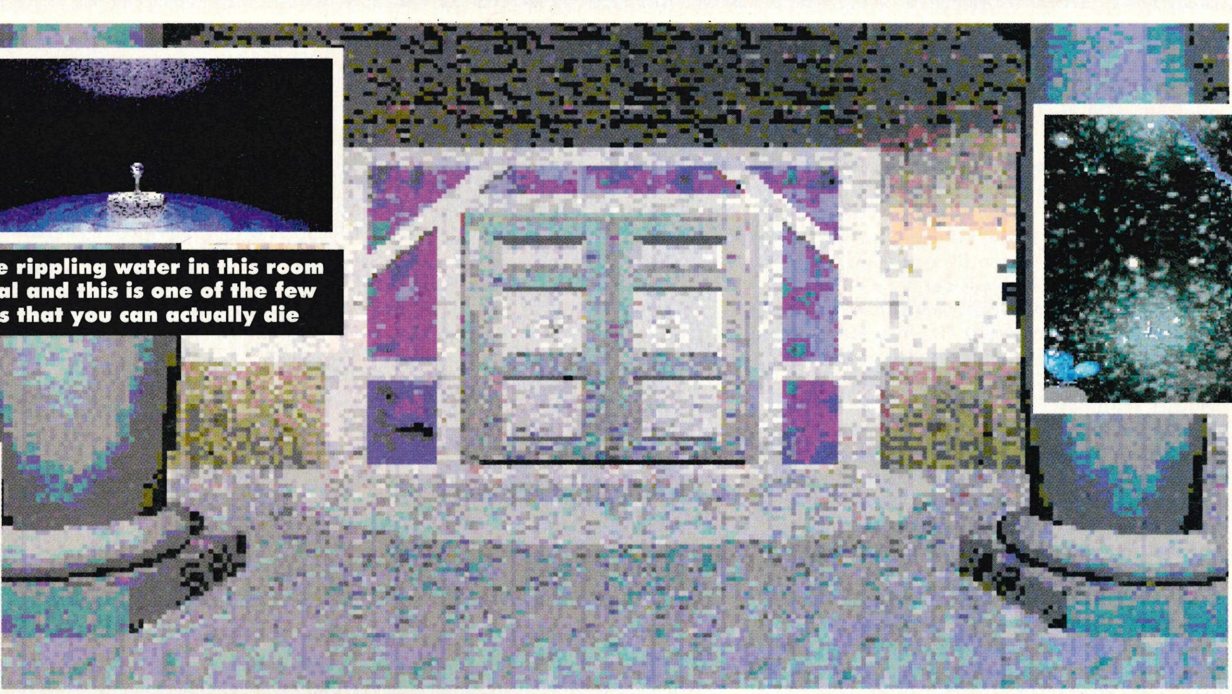


▲ Ooh, a book that gives away the solution to the hardest puzzle in the whole game. Do they think we can't use our brains or something?



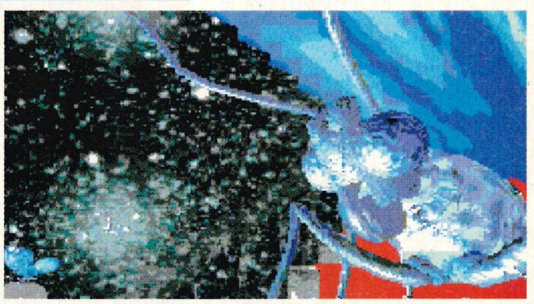
▲ This is a hard puzzle. There are eight candles and by blowing one of them out a door will open. Gordon Burns would be proud of that one

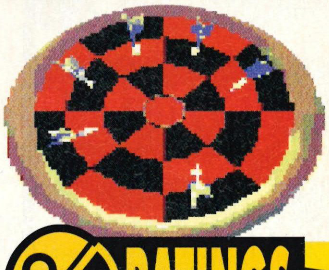
OF HIDDEN SOULS

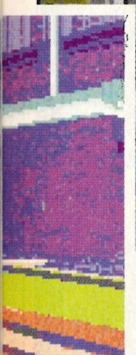


▲ The rippling water in this room is fatal and this is one of the few places that you can actually die

▼ It's too late – you've run out of both time and bodily fluids







◀ Fancy a game of pool anyone? This is the games room, where quite surprisingly you can't play any games at all

▲ Did you spill my pint?

SAM 'N' MAX

The idea behind this is a good one, but unfortunately there just isn't enough to the game to make it any good. The whole thing has to be done in a specific order so there is no variation between games, therefore when you have completed it once there will be no reason for you to ever play it again, apart from showing your mates some of the nicer FMV scenes.

If at any point you get stuck, there is a black picture in one of the rooms upstairs that when examined shows where the next item needed is to be found. This results in many trips upstairs and subsequent trips to get the items, therefore involving very little exploration which is what the game is supposedly about. Mansion of Hidden Souls could have been so much better if lots of decent puzzles had been incorporated into the gameplay, making the game more challenging.

DAY OF THE TENTACLE

The most striking thing about the game is that the whole house has been pre-rendered using a 3D modelling system. In layman's terms this means that every viewpoint has been worked out beforehand using a computer model of the house and all the objects inside, so you can effectively walk around and examine every room in the mansion. Admittedly the whole effect is nearly ruined by the inevitable grainy effects produced by the Mega-CD, but that can be forgiven if the game is a decent one…which unfortunately this isn't.

At first glance this is very similar to 7th Guest which involved the solving of eight or nine very complex puzzles. These required a lot of thought and it was very satisfying when a task was eventually completed. However this title has only three or four main puzzles and all are very simple. Most of the time inspecting an object reveals a key which must be used to unlock a door or cupboard nearby. I'm the first to confess that I'm not the brainiest guy around, but there were only two places in the game where I was even remotely stuck. One typical puzzle involves a room containing lots of vases, all but one of which are filled with flowers. In the next room there is a flower lying on the floor. Now what do you have to do in this part I wonder?!

THE SECOND OPINION

ALLIE

Another Mega-CD game comes in and with baited breath we load it up, and yet again it proves to be a major disappointment. There is no disputing that the graphics are nice, although there are some colour flaws. There is also a great deal of excellent speech and some great sound effects, but there is no gameplay to support it. The action is entirely linear and far too easy – in fact we finished the game in under an hour. Had the game been 10 times larger and a little faster with more player involvement it could have been a winner. As it is though, it is another testament to the kind of poor-quality rubbish we have come to expect from the Mega-CD.

% RATINGS

REFLEXES STRATEGY
CHALLENGE THOUGHT

75%	PRESENTATION	The intro is too nice by far
76%	GRAPHICS	Lots of FMV but it all looks a bit dodgy
88%	SOUND	There is lots of sampled speech but it sounds a bit crackly
64%	SHORT TERM PLAY	Won't take long to finish
54%	LONG TERM PLAY	Won't take long to finish!
65	OVERALL	A well-presented game that is too simple by far

SEGA

24 MEG

STYLE

BEAT'EM-UP

PRICE £??

PLAYERS 2

SKILL SETTINGS 3

RELEASE DATE
IMP ORT

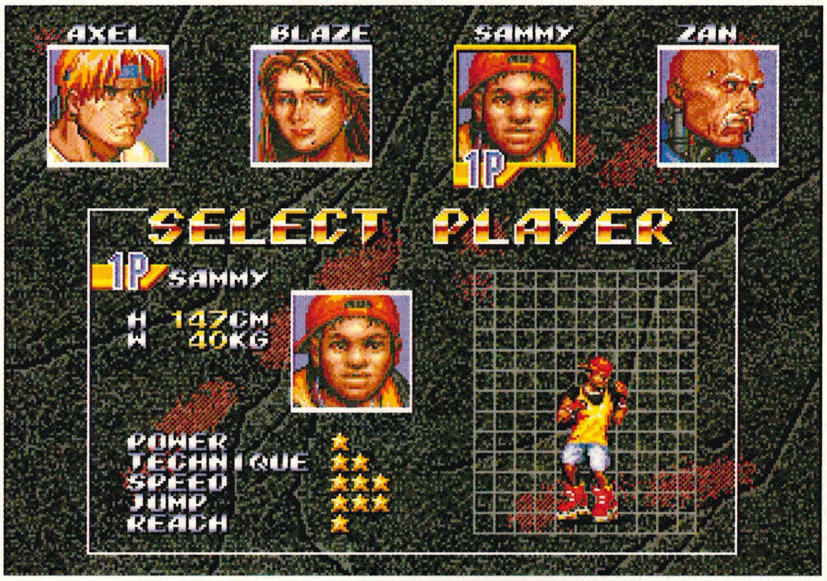
It's finally arrived after many months of waiting and we all had a big punch-up to see who got to play it first. Naturally RICH LLOYD won, but that was mainly because he was the only one in the office before ten o'clock in the morning!

BARE KNU

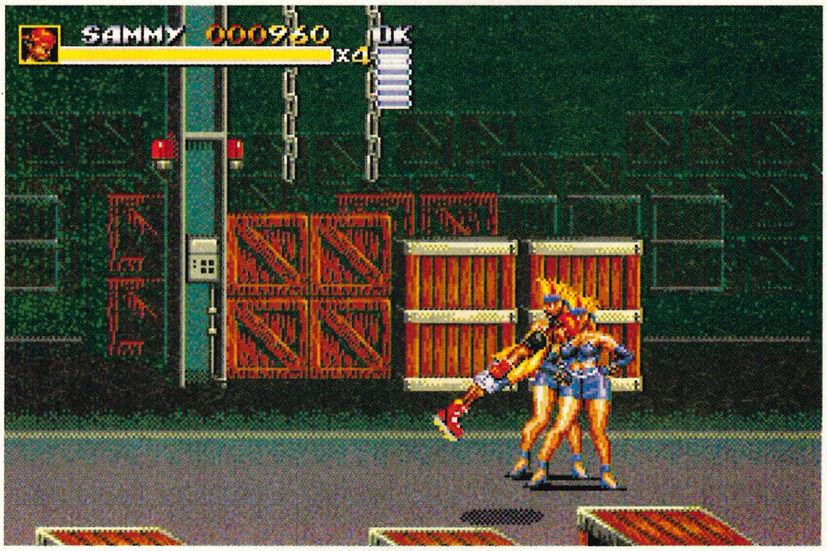
Most Mega Drive fans will probably not be familiar with the Bare Knuckle series, but if I was to tell you that the English title for these games was Streets Of Rage then that should ring quite a large bell. Yes folks, this is the beat'em-up you've been waiting for ever since Street Fighter II, and it is soon to be released in this country under the brilliantly innovative title of Streets Of Rage III. The first game was a stonking fight-fest with lots of different moves, three characters to choose from and what was unarguably the best Mega Drive game soundtrack at that time. All the stops were pulled out for the sequel which featured a slightly updated character line-up, massive sprites and even more moves than ever before. It was also very challenging due to the fact that it was one of the first 16-meg cartridges and therefore had loads of levels. Once more things have been improved for SOR III, with more characters, moves and levels all squeezed into a stonkingly large 24-meg cartridge.

HARD TARGET

So, what sort of game is this anyway? Is it a platform game? No. Is it a puzzle game? No. Is it a mild-mannered beat'em-up? Could be! In terms of game originality this doesn't fare very well, due to it looking exactly the same as every other scrolling fighting game under the sun. After all, the first game in the series borrowed heavily from the classic Double Dragon in the arcades, and the basic scope of the genre is very limited. Fortunately this is the sort of stuff that many people happen to enjoy, including myself – there's nothing better than unplugging the old grey cells for an hour or two and giving hundreds of bad guys a whopping they won't forget in a long time. Many critics will say "Oh it's just another fighting game, yawn yawn," but they can all just bog off because this is the best horizontally scrolling beat'em-up that I have ever played and that is saying something!

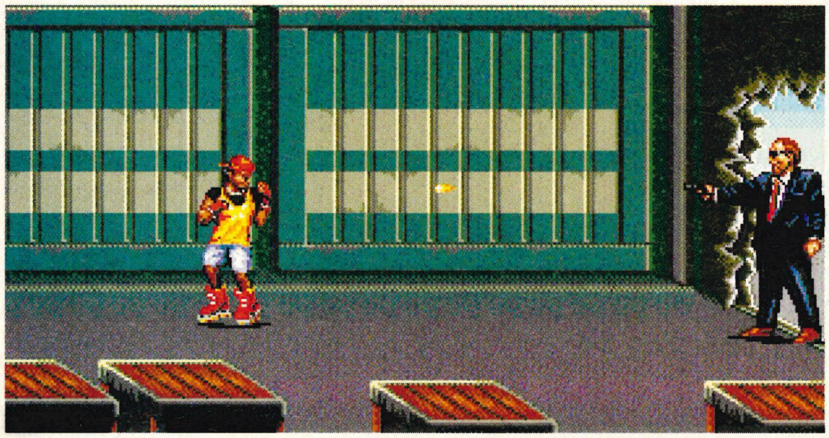


▲ There are four characters to choose from, including a new robotic bloke called Dr Zan

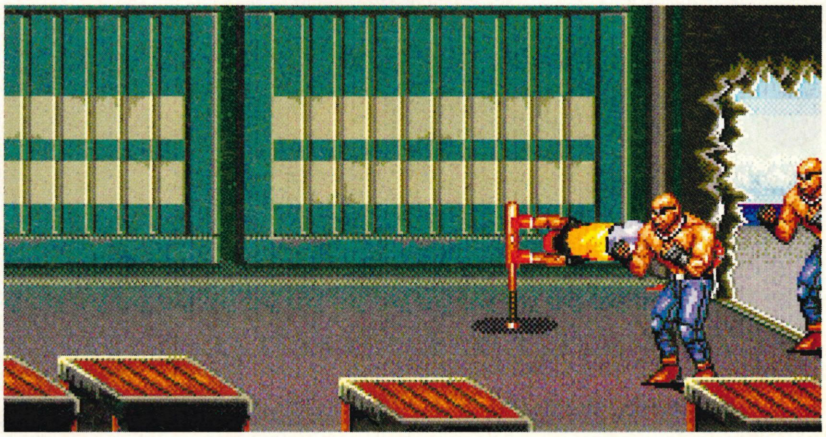


▲ Stitch that! Skates, AKA Sammy, sorts out two tarts with a flying head-butt

▲ Take that, fat boy. Slicing and dicing has never been so much fun

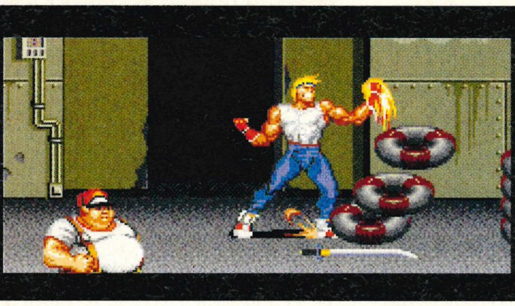


▲ The first end-of-level boss is a complete walk-over. Even though he has a gun he only uses it about once in a blue moon. What a loser



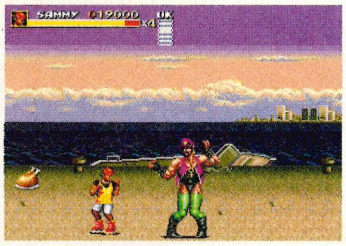
▲ With the aid of a baseball bat, Sammy can spin on the spot and kick everyone simultaneously

CKLE III

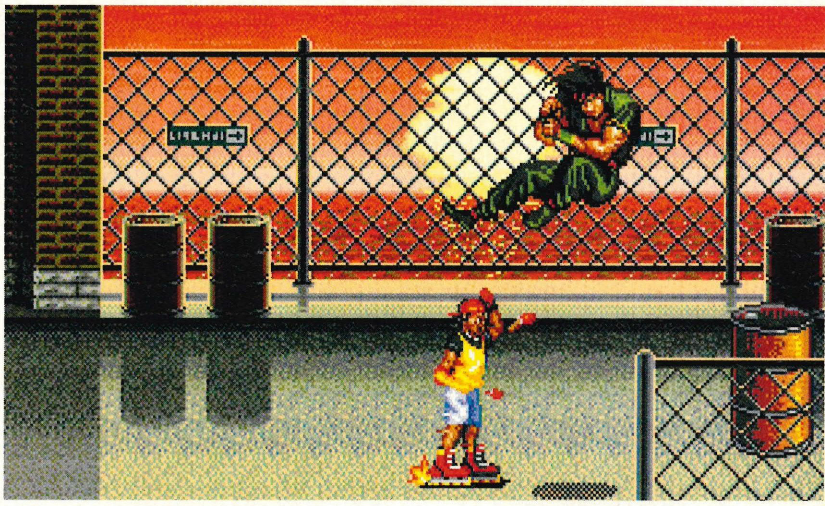


HARD BOILED

Admittedly this is very similar to the first two Streets Of Rage/Bare Knuckle games, but there's nothing wrong with that because they were both superb and this one is even better. The first noticeable difference is the quality of the graphics. Due to this being a 24-meg cart the graphics designers have really gone to town and produced some excellently animated sprites, with amazing attention obviously having been paid to small details. On the first level if one of the opponents hits the deck, the floor vibrates and some small chains hanging from the ceiling shake and start swinging. When Zan the new character does one of his special moves such as throwing a flaming weapon, his chest lights up due to the reflection of the flames. There are lots of other small touches like this that make the game seem more polished than ever before.



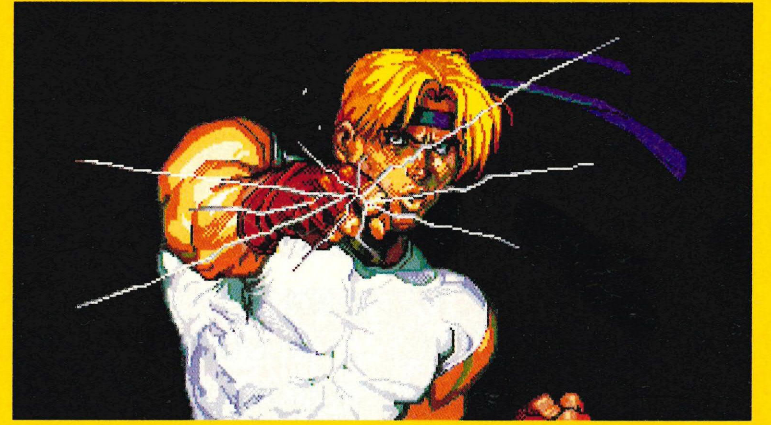
▲ The second end-of-level boss is a big wimp! Beat him in and he'll start crying

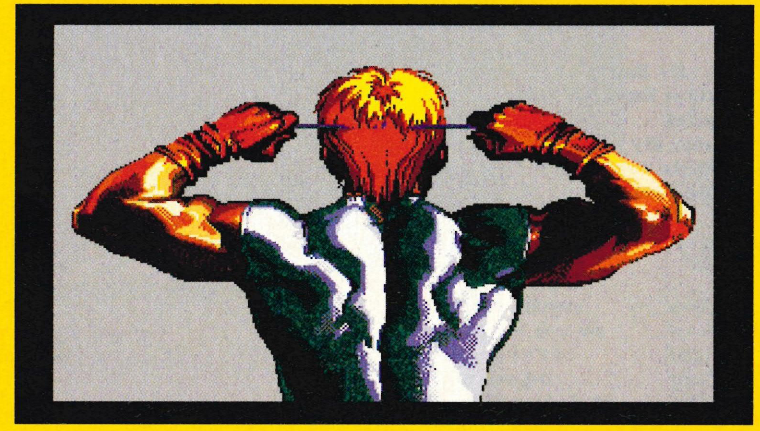


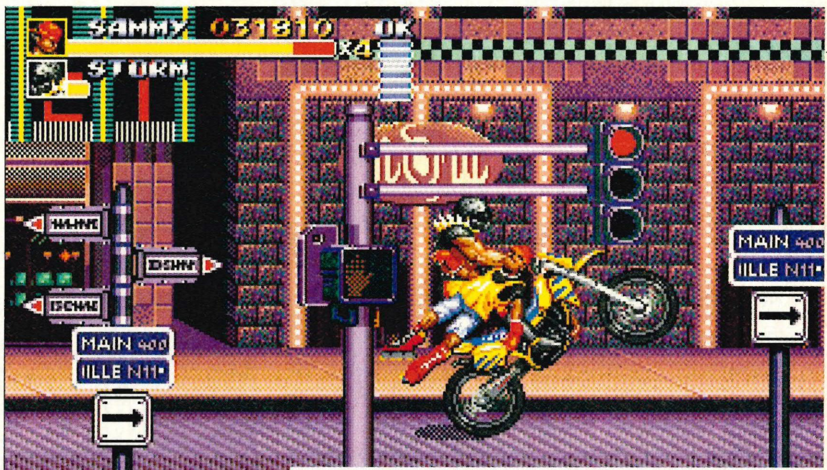
▲ Having turbo-charged skates is a good thing because Sam can fly straight into his enemies, dishing out his own brand of justice

HOW HARD CAN ONE MAN BE?

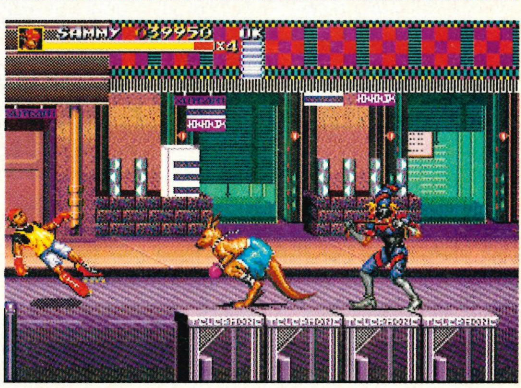
We all love Axel 'cos he's really hard. He's even harder than our Allie and that takes some doing. Mind you, I bet you don't see him down at Sainsburys buying loads of Haagen Dazs ice cream every Monday night!







▲ Ouch! A Hell's Angel from the planet Vroom steams onto the screen killing all in his path



▶ It's Rolf Harris' worst nightmare

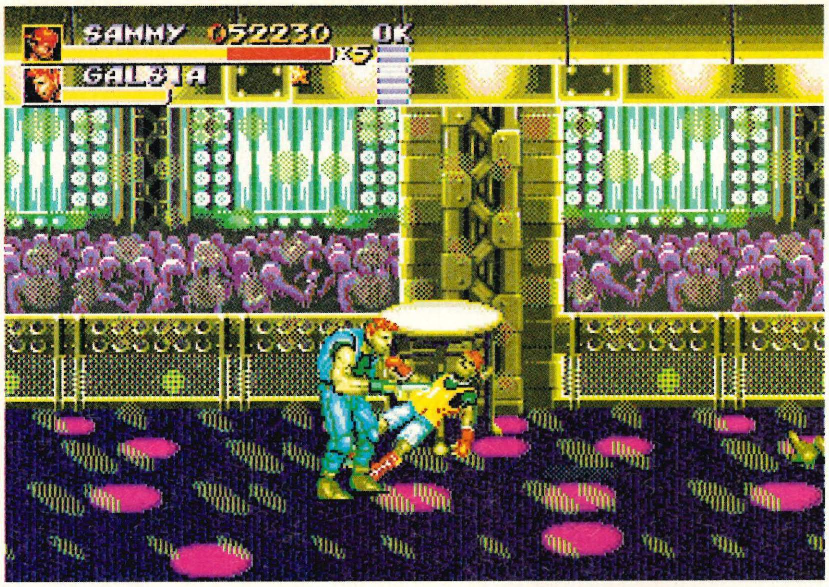
THE KILLER

The main thing that this series is known for (apart from the incredible amount of violence) is its soundtrack. Personally I felt that the music of the second game was a bit of a let-down because some of the tunes were repeated from the first game, however in Bare Knuckle III Yuzo Koshiro has worked his magic once again. There are no less than 36 different pieces of music and countless numbers of screams and sound effects that are put to good use. All of the tunes are very fitting for the levels that they are on, for example a mean and moody piece is played during the dark and ominous levels while a bright and jolly tune (which is better than that bloody 'Doop' song) is played in the nightclub. Perhaps they should stick it on a single and watch that go to number one instead. Maybe Allie would buy that one as well!

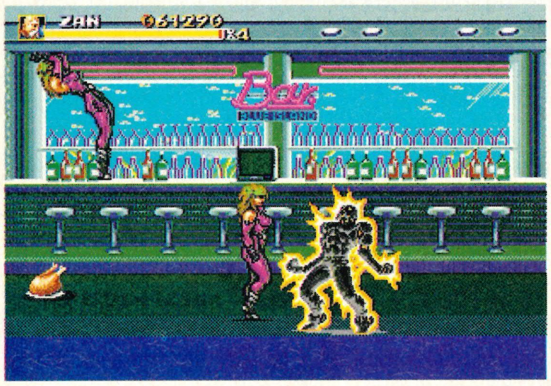
A BULLET IN THE HEAD

Last time around poor old Adam got the boot from the character line-up because he got kidnapped or something and was replaced by his younger brother Skates, joining up with Axel and Blaze from the first game. Together these three fought their way through the second saga and now they are joined by a new chum, Dr Zan. Zan is a strange type of bloke because he is a cyborg – he looks reasonably normal but in fact is a robot and a pretty awesome one at that. His fists can extend giving him a longer reach than normal and his super-hydraulics make him the strongest character of the bunch. All of the characters can wield weapons such as knives and baseball bats as found in the other games, but Zan turns anything he finds into a charged-up ball that he can hurl at the bad guys.

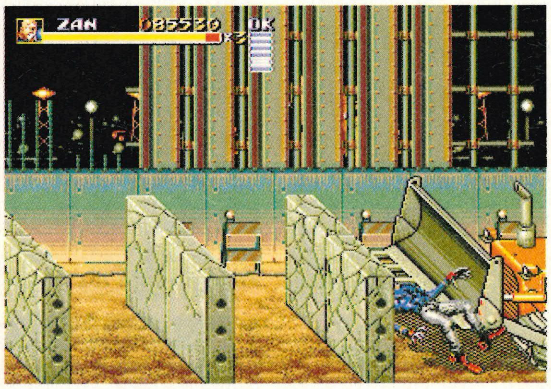
Whenever one of the characters picks up a weapon, an energy bar is displayed at the top of the screen. Each time you hit someone with a baseball bat or other weapon, the energy bar goes down and the weapon crumbles to dust when it hits zero. This is a shame because in the first game if you picked up a lead pipe or some such weapon, you could storm through the hardest levels without a care in the world, but now after hitting three people you are back to using your bare knuckles again.



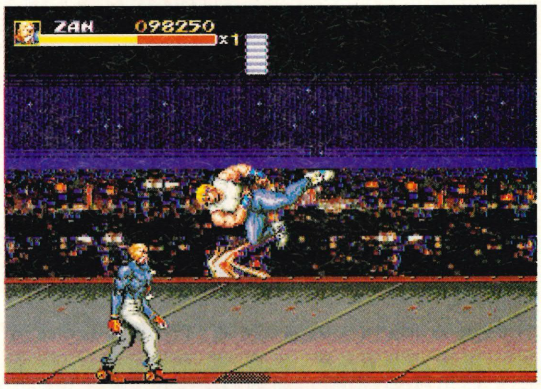
◀ In the disco everything gets a bit funky. Check out those lights



▲ Meet Dr Zan. He's had a slight problem ever since he wet the bed when his electric blanket was still on

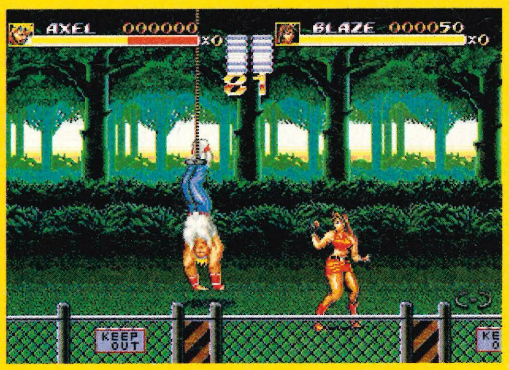


▲ Ow! Break down the walls or suffer at the hands of a JCB-driving maniac

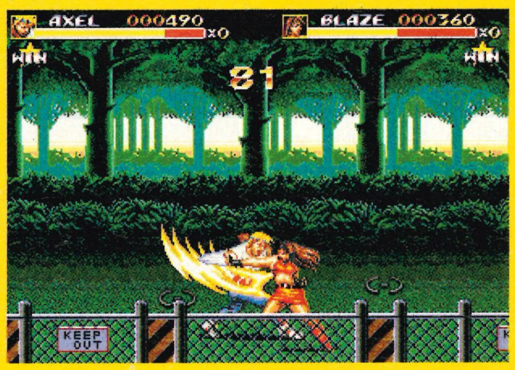


▲ This bloke an evil impostor who bears an uncanny resemblance to your chum Axel

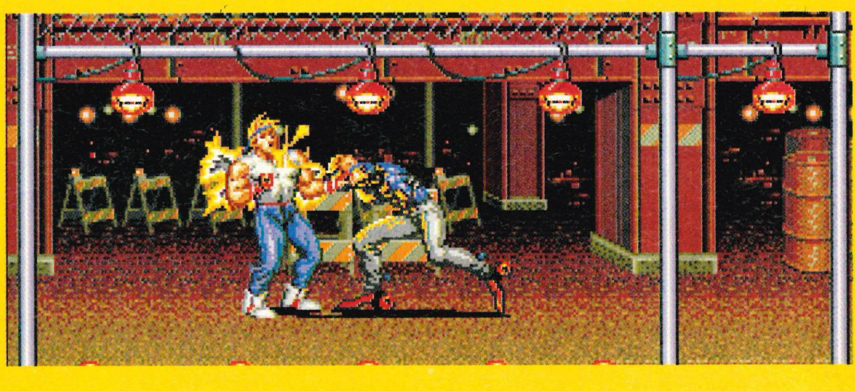
BATTLE OF THE PLANETS



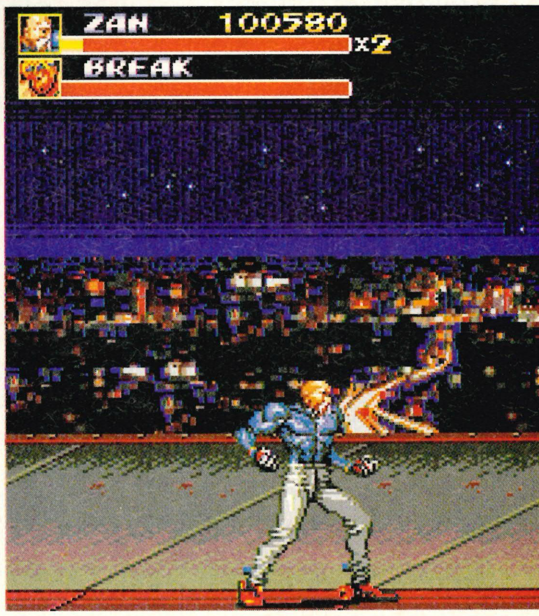
▲ Blaze literally strings Axel up by the balls in the two-player battle mode. Watch out for the traps that are littered all over the shop



▲ In case you were wondering, all your favourite special moves are still included and they're still complete rip-offs of every other game under the sun

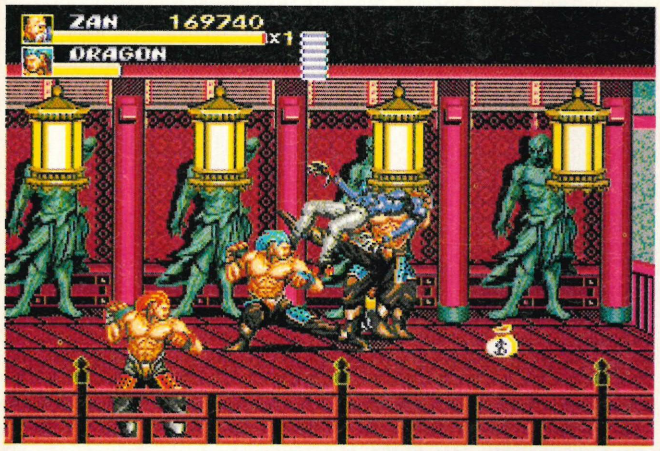


◀ Dr Zan gives Axel a quick friendly tickle under the armpits

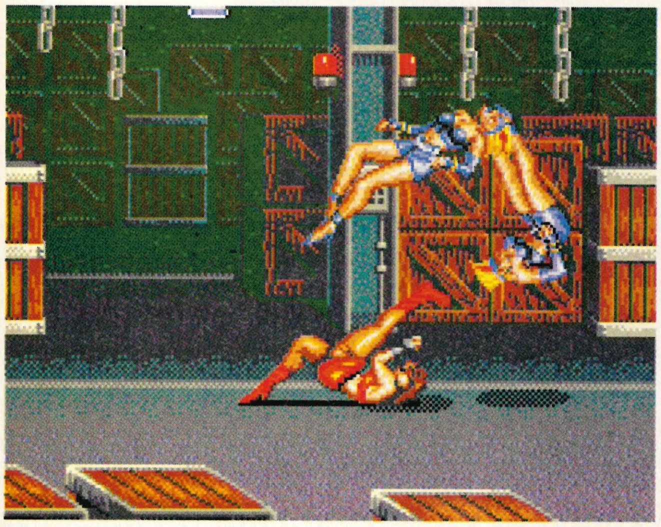


A BETTER TOMORROW

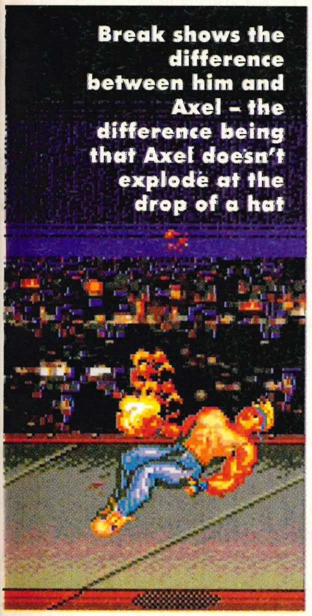
No self-respecting fight-fest would come without a vast array of fighting techniques and special moves. Naturally you have your bog-standard punches, kicks and grabs, but there are other more complicated moves also available. By grabbing your opponent you can either pummel them stupid, throw them around the screen or simply slam them to the ground. There are lots of special moves as well, including Axel's SFII dragon punch rip-off, Blaze's fireball and Zan also has a nice line in electricity attacks. Some of the more powerful moves take so much effort to perform that your character loses some of their own energy in the process, but sometimes you just have to make that sacrifice!



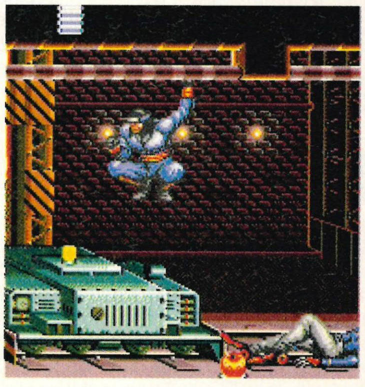
▲ This is what we want – tons of dead bodies flying all over the place! Unfortunately, one of them is me



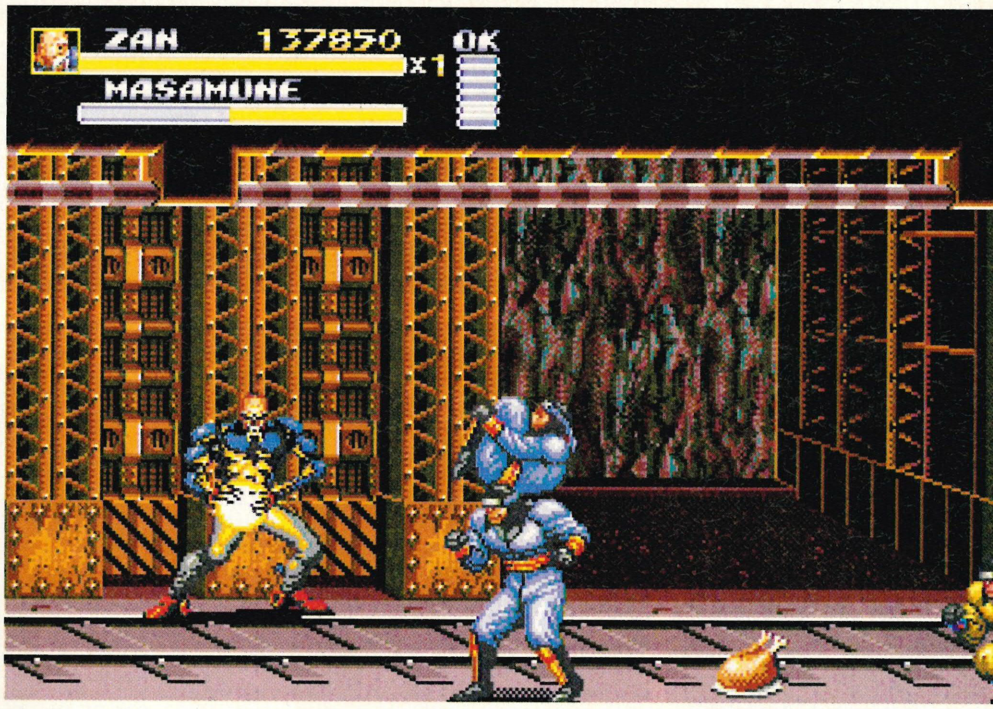
▲ You too can have thighs like this if you follow the Allie West diet plan



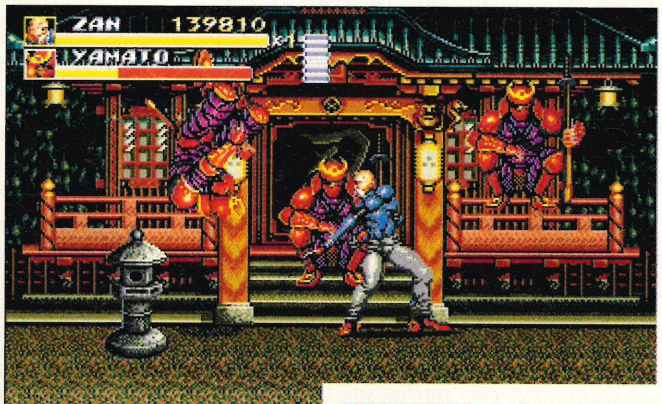
Break shows the difference between him and Axel – the difference being that Axel doesn't explode at the drop of a hat



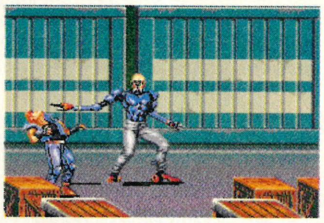
▲ Every now and then this great big thing comes steaming along the railway tracks and kills you. It can be avoided by standing in the wings, but then for some strange reason you can't fight



▲ That's what you get for sleeping around, Dr Zan



◀ Yamoto is a strange bloke who has the nasty habit of splitting up into three people. How strange



▶ It's Dr Zan and his amazing non-stick Teflon frying pan

EASTERN CONDORS

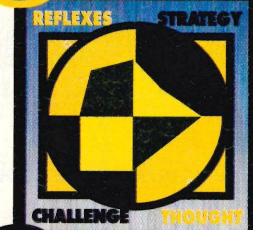
Without a doubt this is by far the best scrolling beat'em-up on the Mega Drive (in my humble opinion anyway) and there is a great challenge waiting here for people who want a large dose of pain-free violence. The only criticism I can make is that there is no variation in gameplay – all you do is punch people stupid – so some people might not like to play it for very long. If you don't mind this though, I heartily recommend this game to you, even if you own the other games in the series. This is a great improvement on the other two.

THE SECOND OPINION

ALLIE

So it's very derivative but who really cares? BK III has even better graphics and more Yuzo Koshiro music. To make the update complete players can now co-operate as they could in the first game, which adds to the two-player game enormously. We hear that the UK version will be much harder than this Asian version, and that can only be good news. I can't recommend this to people who already have SOR2, but those without a scrolling beat'em-up won't find a better one than this..

% RATINGS



PRESENTATION	87%	Still shots between levels add to the story
GRAPHICS	89%	Some pretty smart animated sprites
SOUND	86%	Lots of great tunes
SHORT TERM PLAY	93%	Great two-player action
LONG TERM PLAY	82%	Could be a bit too repetitive for some
OVERALL	90	The best scrolling beat'em-up yet

SEGA

CD ROM

STYLE

FMV SHOOT'EM-UP

PRICE £44.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

IMP ORT

TOM CAT AL

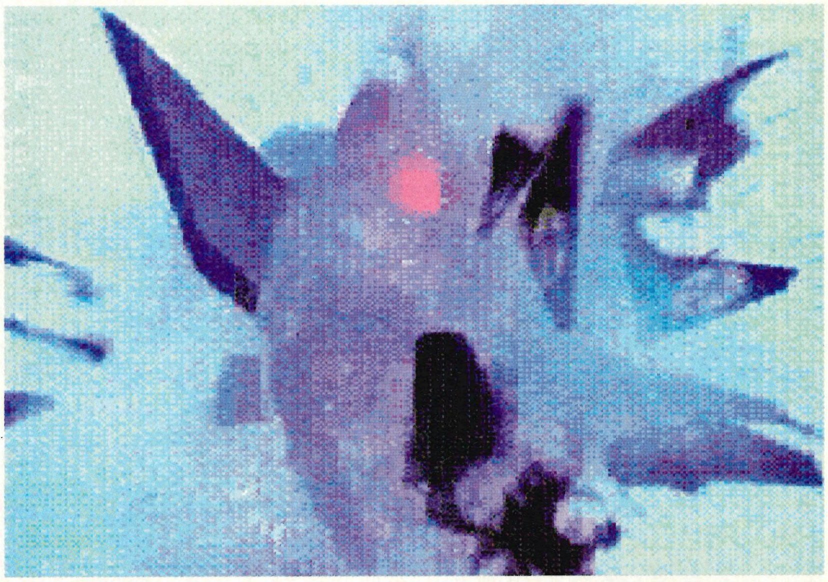
So air force blokes get all the breaks. They certainly don't make the best games, and neither does FMV and a few Airfix model kits, as Dave Renton found out...

The quality of Sega's 'TruVideo' FMV games seems to vary from the totally and utterly crap to the mildly amusing. OK, things have been getting better over the past year - but to tell the truth things are never really likely to get much better than either Sewer Shark or Night Trap. Yes, the graphics look impressive (if you squint a bit) and yes the acting is dead cheesy... but the gameplay always seems to be the last thing that was thought about with these things. Tom Cat Alley is something which Sega seems to be very chuffed about though, so is it any good?

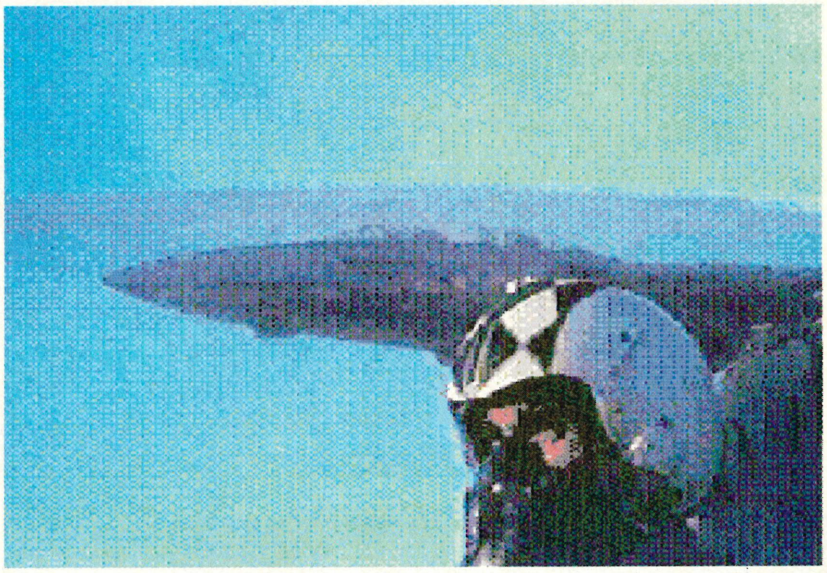
THE WAY TO THE STARS

Despite all the high-tech, sleek and sexy planes, the concept behind Tomcat Alley is one area that has been well trodden. All the full-screen interactive film footage and the live acting cannot disguise the fact that all the game really is about is moving a cursor around a screen and pressing the fire button. True, many other games amount to nothing more than this simple formula, but the hype behind this game suggested that the developers had really learned their lessons after past disasters.

Remember Sewer Shark? Well, this is very similar. In Sewer Shark we roamed the sewers in search of the enemy (mutant alligators), using waypoints and acting on the advice of our co-pilot. Tomcat Alley is the same as the above game, but with MiGs as the enemy. OK, we're not in the sewers but the general idea is there.

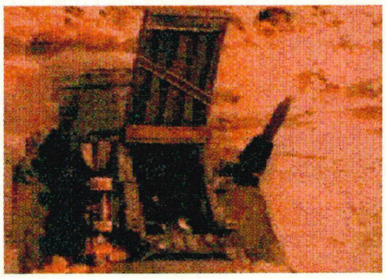


▲ **The rogue Soviet MiG catches a sidewinder full on. The resulting fireball is nothing less than spectacular**

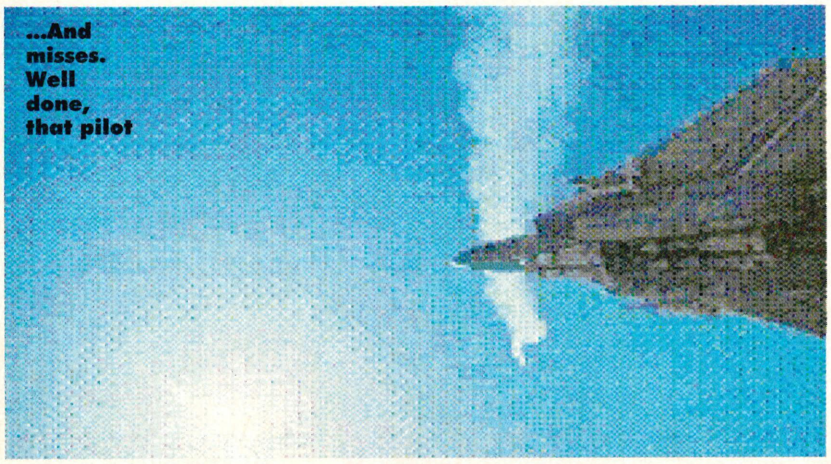


▲ **The most important person in the sky – my wingperson. I'll look out for him and vice versa**

▲ **What a dashing and handsome chap this one is! Nice catch**



▲ **One static SAM site. Preparing to fire...**



...And misses. Well done, that pilot

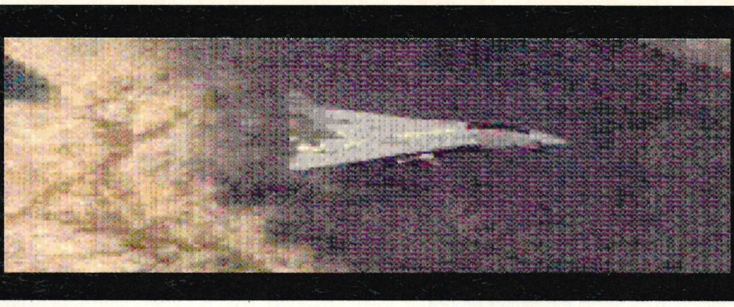
GOD BLESS...

Early missions mainly involve seek and destroy operations. Enemy planes violating friendly airspace are observed on radar from your very high-tech airbase. One scramble later and you're up there being vectored to the target. It's not all shooting though – we also have to answer our radio when the wingman asks for conformation of anything, be it a waypoint location or an enemy observation confirmation. Failure to reply can result in the mission being aborted, while choosing the incorrect waypoint could mean you finding yourself slap-bang in the centre of a swarm of hostile planes!

From the relative ease of the early dogfight scenarios, the mission objectives are then switched to ground bombing missions in which your primary objective is a bridge which is of paramount to the plans of the mad Soviets. Here the player flies through SAM-infested enemy territory, changing weapon status from air-to-ground and drops those bombs.

Success in the first three missions will move you up the ladder and soon you can expect to be flying in support missions, covering the back of rescue helicopters who have flown onto enemy territory to pick up two downed pilots.

LEY CD



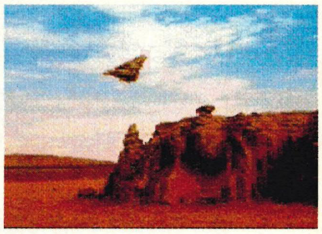
MUSTANG SALLY

Of course all this flying around and showing off is all well and good, but the real test is when we actually come face to face with the enemy. Your Tomcat comes armed with two basic air-to-air missiles. The infamous Sidewinder is a heat-seeking missile that locks-in on the heat omission from the opposing aircraft, which is ideal for dogfighting and probably the perfect weapon for acquiring a fast lock and destroy. The second of the air-to-air missiles is the Phoenix 'fire and forget' radar-guided missile – a lethal weapon to have in your arsenal. It has limited abilities in close-quarter dogfighting, however for long-range destruction it is second to none.

Once the desired weapon has been chosen, the target cross-hair is placed over the enemy aircraft and the targeting computer will register a lock. It is then time to hit the fire button and pray the computer has had adequate time to lock on – second chances are few and far between.

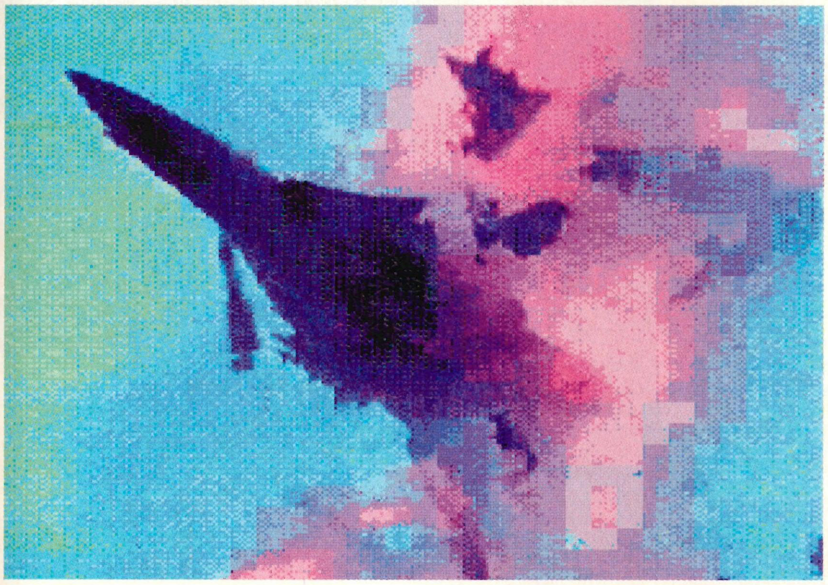
In the course of the game the enemy will turn the tables and fire of a few 'inbounds' in your direction. The Tomcat comes with limited defensive capabilities, namely chaff and flares, which will confuse the enemy missiles giving you valuable seconds in which to change course. If you're quick enough, the waypoint of your plane can be changed just in time to avoid an impact.

▲ **Erm, great FMV, eh readers!**

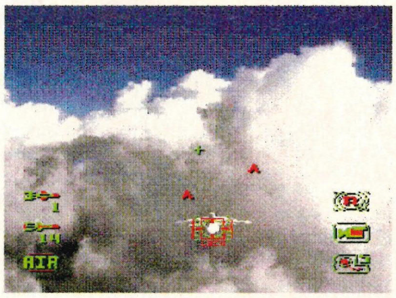


▲ **The mission briefing is over. Time for some action or sightseeing or whatever**

▼ **Erm, sometimes it's the bad guys who win. My $16 million plane disintegrates. Luckily I managed to eject**

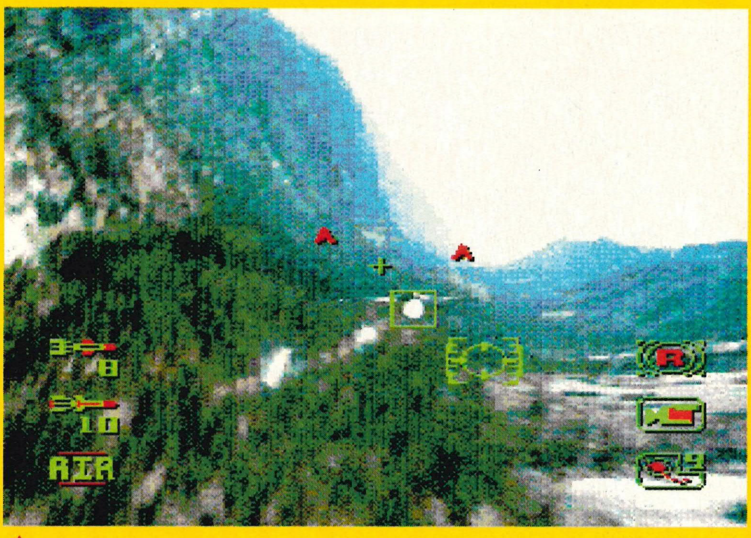


▲ **A splendid view of the enemy. A Soviet MiG 29 poses for the camera**

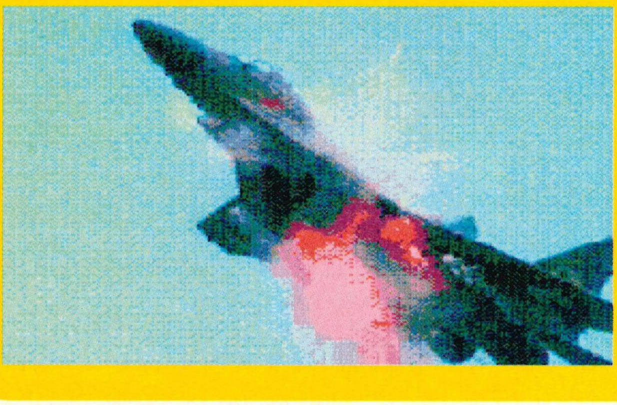


▲ **The plane in front won't be in the air for much longer. That's a lock I have**

ROGER AND OUT...



▲ **The MiG is ducking and diving. It's only a matter of time before my targeting computer gets a lock**



◀ **Target locked. Missile launched. Scratch one enemy bogey. Ha! Stitch that**

BETTER RED THAN..

So what's the story-line tenuously linking all of the missions together then? Well, a barmy old ex-Soviet, Col Alexi Povich has decided to put the old motherland back on the map and has hijacked the best part of the old Soviet air force, complete with its top pilots and a motley collection of bombers, SAM batteries and a few dreaded chemical weapons. With every major city in the United States within striking distance, you better believe the USAF are going to do something about it! In you shall go, my friend, to seek out the enemy planes and bombers and to face the ultimate test – the destruction of the Soviets' chemical weapons stockpile before they are used to hold the US to ransom. A likely tale or what?

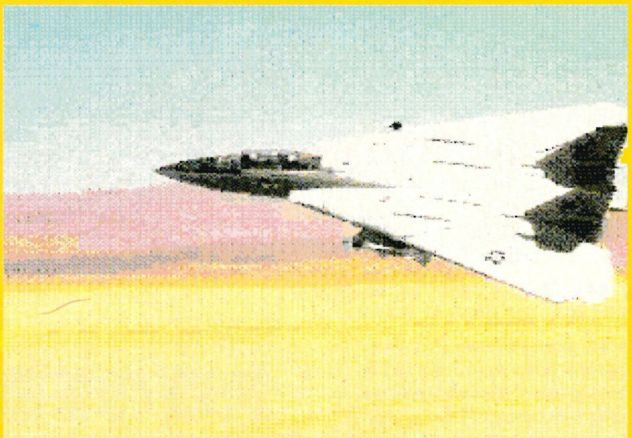
▶ **The Tomcat resplendent in all its well 'ard glory**

The downed crew praise the lord as the rescue teams arrive. Time for a spot of air cover

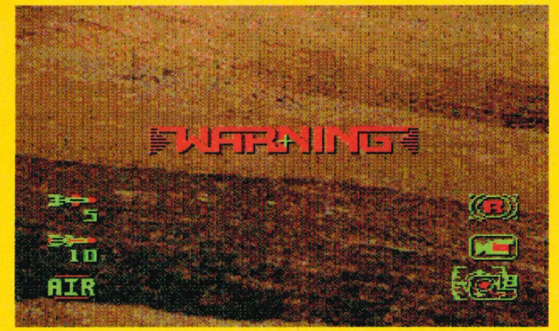
▲ **The launch button. Twist, turn, lock on and hit the button**

ACES HIGH

Mission objective: destroy bridge over which the enemy are moving large stockpiles of chemical weapons. Hit it with whatever you've got and hit it good and hard



▶ **The enemy defensive screen is soon taken care of. Many were shot down but this plane is fleeing rather than fighting. Chicken**



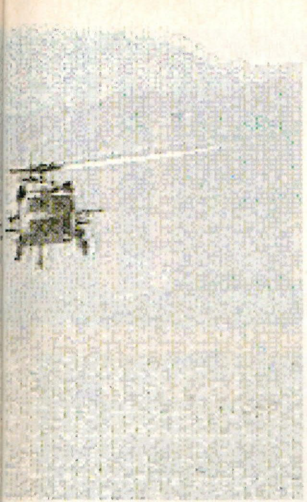
▲ **An enemy SAM has vectored my plane and locked on. Time for evasive action**

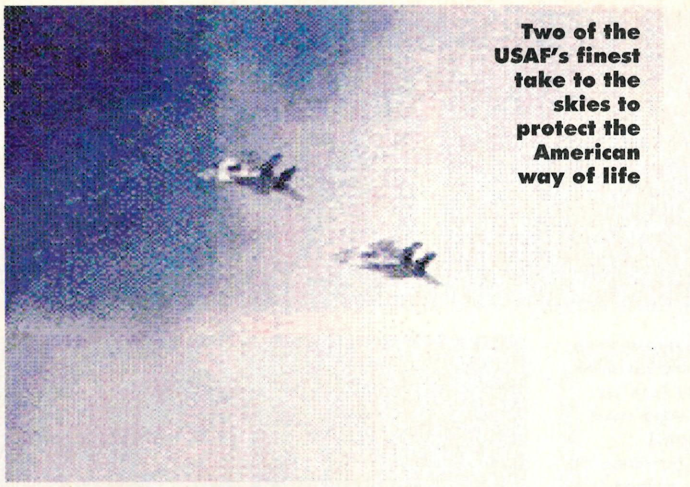
▲ **Pulling up sharply, I dropped my Paveway laser-guided bombs at the last minute. The**

The end result justifies the loss of two planes. One wrecked bridge

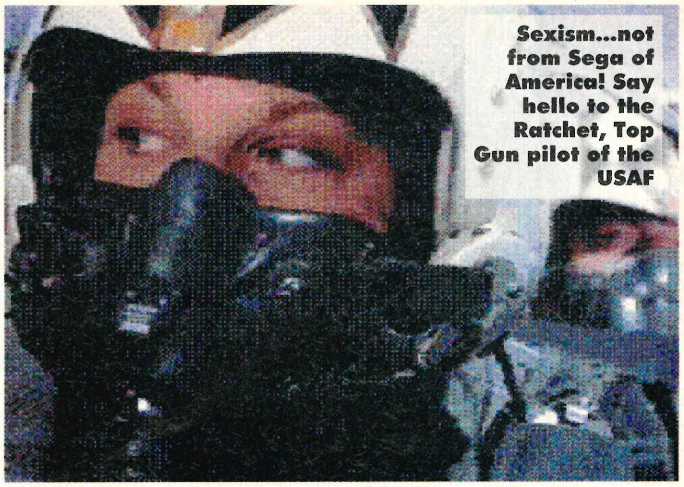
STICKY FINGERS

Despite being packed with above-average FMV, this is not a great game. It is not a load of rubbish by any means, but it is never destined to be classed as value for money. The gameplay, although initially intriguing, is very shallow and the novelty soon wears off – loads of full-colour live film of F-14 Tomcats zooming around the desert à la Top Gun does not necessarily produce a good long-lasting game. I challenge anyone to play this for more than an hour and not come away yawning or even laughing at the cheap plastic model kits suspended by strings, that double as doomed enemy planes.

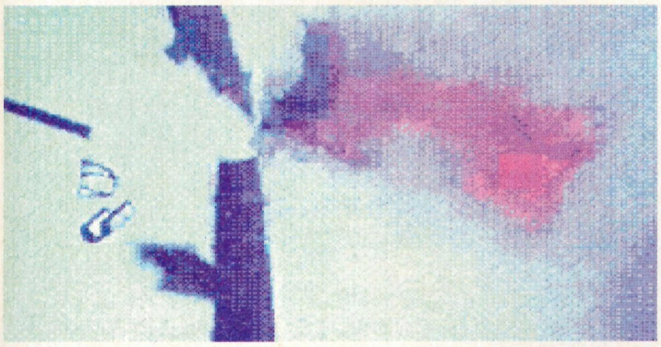




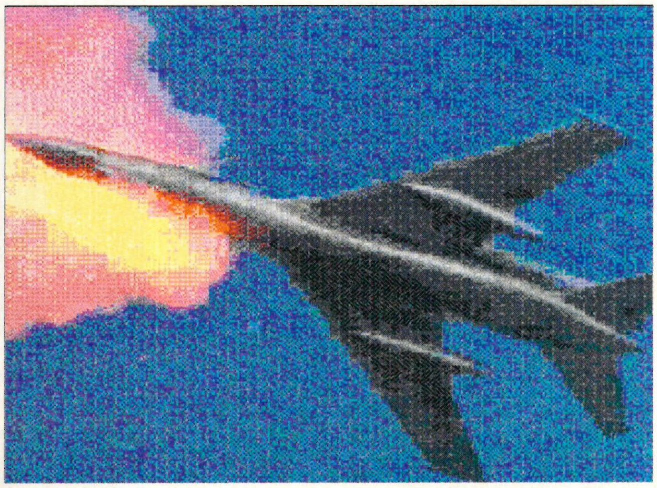
Two of the USAF's finest take to the skies to protect the American way of life



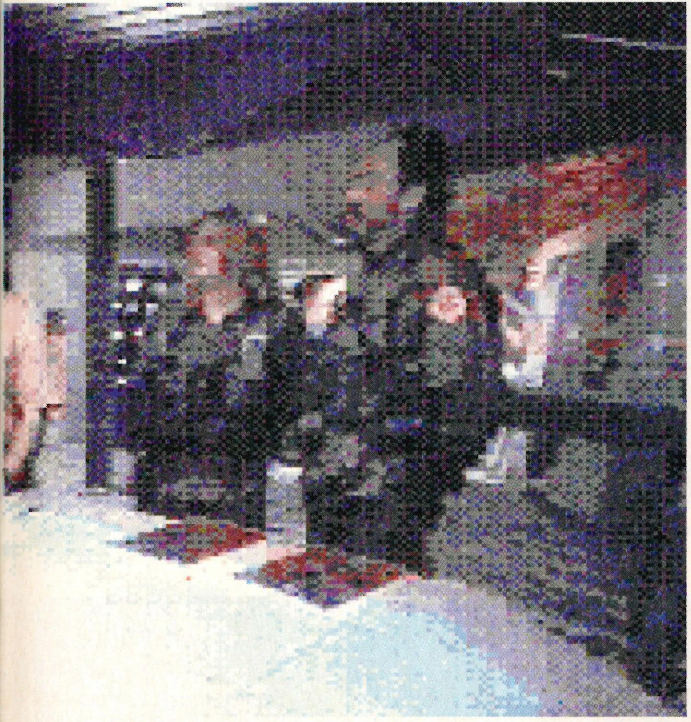
Sexism...not from Sega of America! Say hello to the Ratchet, Top Gun pilot of the USAF



▲ Ho, ho. A smashing picture of an Airfix model kit (fiendishly disguised as a Soviet Fishbed fighter)



◀ The dirty Russians tried to bomb our cities, however pictures just sent back by our valiant pilots show one of the scum falling to the ground in flames



▲ Da boss man. Bosley, last seen in 1970's detective series Charlie's Angels, has now joined the air force. Good luck to him

BUT IT HAS TO BE SAID

I'm beginning to get a little tired of reviewing substandard Mega-CD games and Tomcat Alley did nothing to redress the balance. However, many of you young pretenders out there may love the game – even this cynical old reviewer has to admit to gaining a certain pleasure from plugging in the headphones, turning the lights down and plugging in Tomcat Alley.

At first I did have fun playing this game, however on my second go I managed to make it as far as mission six (of seven missions) and this was on the medium setting. It may look great and be fun for half an hour, but at the end of the day it's really just not worth the forty-five pound price tag. Even the most inexperienced of players will have the game completed within hours of switching it on. Some players may complete it first time around on the easy setting (the CD back-up means you can have instant access to wherever you left off), but once each mission is completed the desire to play the same scenario over again is virtually nil. The flight visuals may be state-of-the-art, but not so the gameplay, so I'm afraid I can't really recommend this game. We're still waiting for a respectable Truvideo game to arrive.

THE SECOND OPINION

This game features what is probably the most visually impressive full-screen FMV yet to grace the Mega-CD, but the underlying gameplay is annoyingly shallow. As with the rest of the TruVideo productions, the film seems to run along in the background while you have very limited participation through the overlaid graphics. The game is simply a matter of locking onto targets with a cursor and shooting with the correct type of missile – hardly ground-breaking or challenging stuff! To further add to the despair there is not enough FMV, and to hide this fact many pieces are repeated over and over. My last gripe is that the planes are not disguised enough from their obvious plastic kit roots. Overall, rather disappointing.

% RATINGS

REFLEXES
STRATEGY
CHALLENGE
THOUGHT

PRESENTATION 65% All very corny. Packed with terrible American actors and B-movie acting

GRAPHICS 80% None as such. The FMV is as good as the CD can handle but Top Gun it ain't

SOUND 85% I played the game with headphones on and I thought it sounded great

SHORT TERM PLAY 90% The main strength of the game. Easily accessed and fun at first...

LONG TERM PLAY 59% ...But the FMV becomes very repetitive and a bit boring after a while

OVERALL 72 Perhaps a brave attempt but as per usual they forgot to include any real gameplay. Yet more gloss – scratch the surface and it soon becomes apparent we've seen it all before

Rise of the Dragon

DYNAMIX

SEGA™

CD ROM

STYLE

ADVENTURE

PRICE £44.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

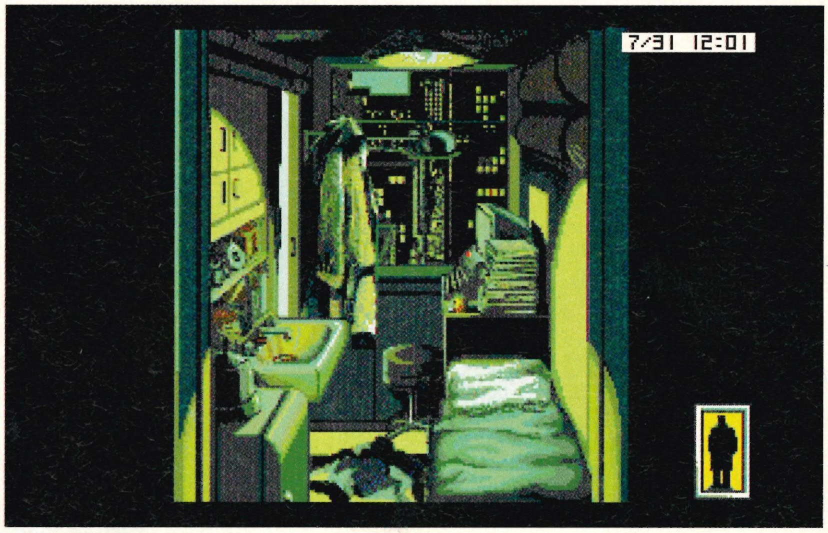
IMP ORT

Horrific monsters, drug overdoses, bad language and melting flesh. That's enough about RICH LLOYD though, let's get on with the game.

RISE OF TH

Rise of the Dragon was originally released on the PC about two or three years ago and was pretty well received. Unfortunately it just seemed to be yet another point-and-click adventure just like the countless others already available for the machine. The Mega-CD market isn't exactly flooded with this style of game though, and the only examples I can think of off the top of my head are Jurassic Park, Dune CD, Monkey Island and Willy Beamish. Willy Beamish was also programmed by Dynamix and I had the misfortune of having to play the god-damned thing for hours. To be honest I wasn't really looking forward to playing Rise of the Dragon after the Beamish nightmare, but I was pleasantly surprised to find the game was quite compelling with a dark and moody atmosphere.

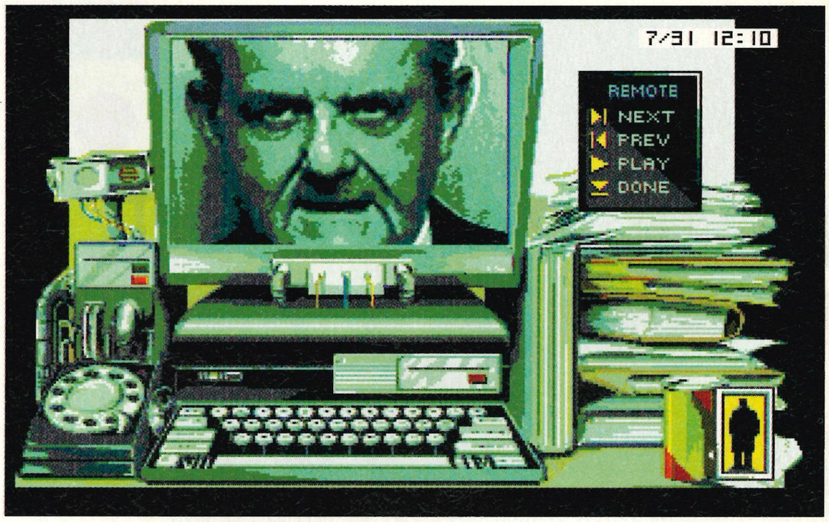
The other thing that surprised me was that the game was rated as a certificate 17 and has some gruesome graphics and rude swear words in it!



▲ **This is Blade's house. All the crap scattered everywhere reminds me of home**

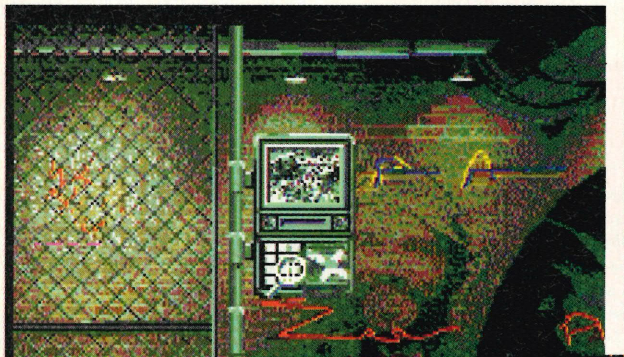
CRUEL BEE

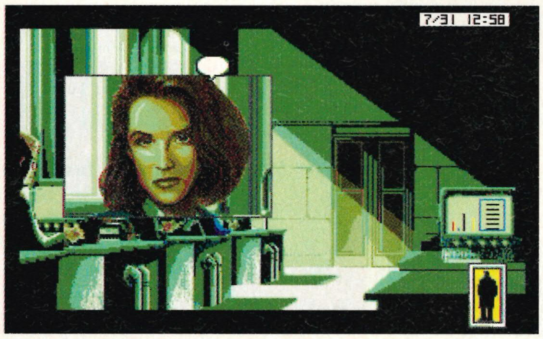
The stage is set in the year 2053 in downtown Los Angeles. The age of decay has started and the streets are full of scum, disease and crime. The unhappy citizens only escape is through non-stop drug abuse. Ancient Chinese legend says that when the world becomes run down the old demons will return and the Dragon will rise again. Could this legend have anything to do with the mysterious murder of the mayor's daughter, Chandra Vincenzi? William 'Blade' Hunter is an ex-cop turned private eye and the mayor has hired him to find his daughter's killers. You play the part of Blade in this interactive adventure as you try to help him solve what seems to be a relatively open and shut case. If it was, the game would be very boring, and so it's a good job that a web of intrigue surrounds her death and things get very complicated indeed.



▲ **The vid-phone is very handy and is where a lot of your clues come from**

▼ **LA is in the age of decay, with crime at an all-time high and people out on the streets. Sod this, I'm off to the pub**





▲ **Your girlfriend is a bit peeved after you stood her up last night. Whisper sweet nothings and she'll give you a hand**

ENTER THE DRAGON

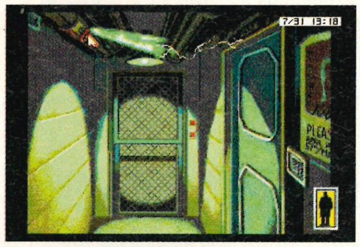
William wakes up in the morning stark naked, so the first thing to do is to get him dressed. Most of the game is viewed through Blade's eyes and the first screen shown is his bedroom. You can see a bed, a desk, a cupboard, a dirty sink and a few pieces of clothing about on the floor. By moving the cursor around the screen you can analyse all of the items in the room and pick them up or manipulate them.

Most of the actions such as turning on the shower or flushing the bog are pretty useless but everything has to be tried in case there is a hidden purpose to each action. After scouring the house making sure you find the pistol that is hidden and have picked up all the clothes it's time to dress Billy. On the inventory screen you can see all the items currently being carried and Blade's current state of dress. Select the relevant clothes and he will tuck himself in nicely before putting on the old Edward Woodward overcoat.

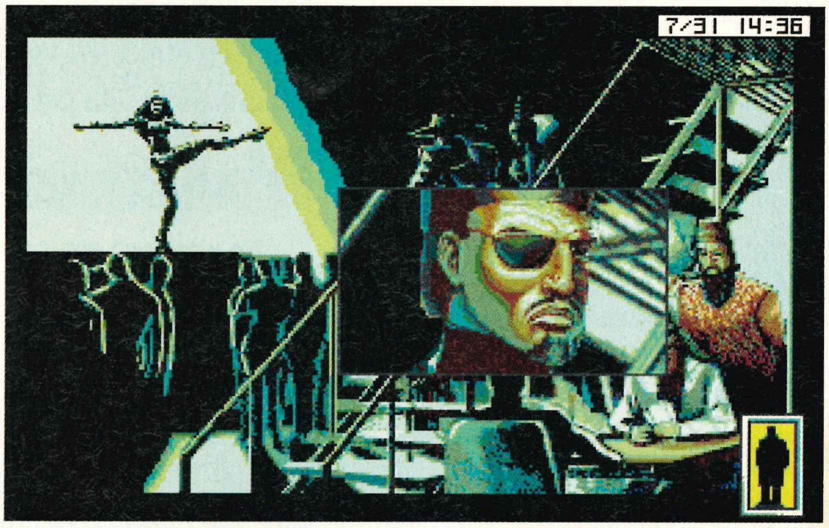
E DRAGON

THE BIG BOSS

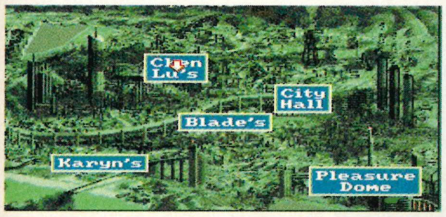
On the desk in the bedroom is a vid-phone unit. There are a couple of these throughout the game but each one is personalised and can only be accessed with a unique identification card. Slot the card in, pick up the remote control and away you go. The vid-phone provides some vital clues throughout the game and at one point you must tap someone's line and re-route all their calls to your own home. Don't forget to remove the ID card from the machine after using it because it comes in handy quite a lot.

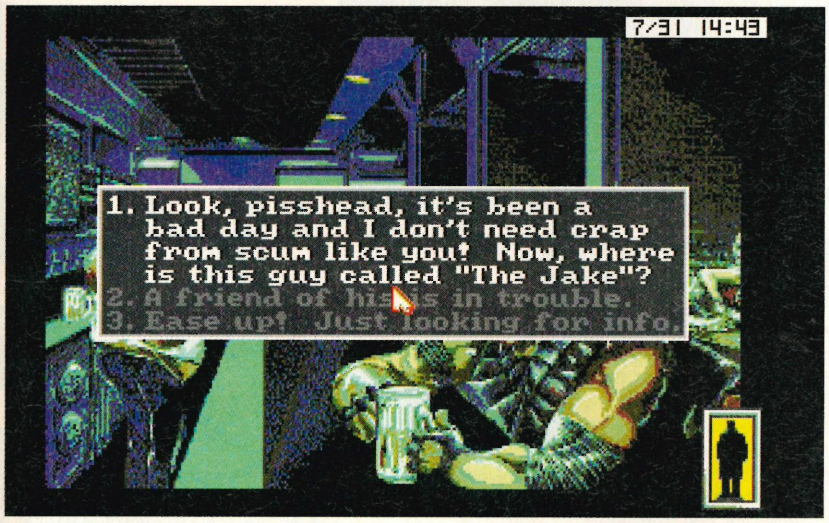


▲ **Your front door can only be opened with a security pass, or could there be another way in?**



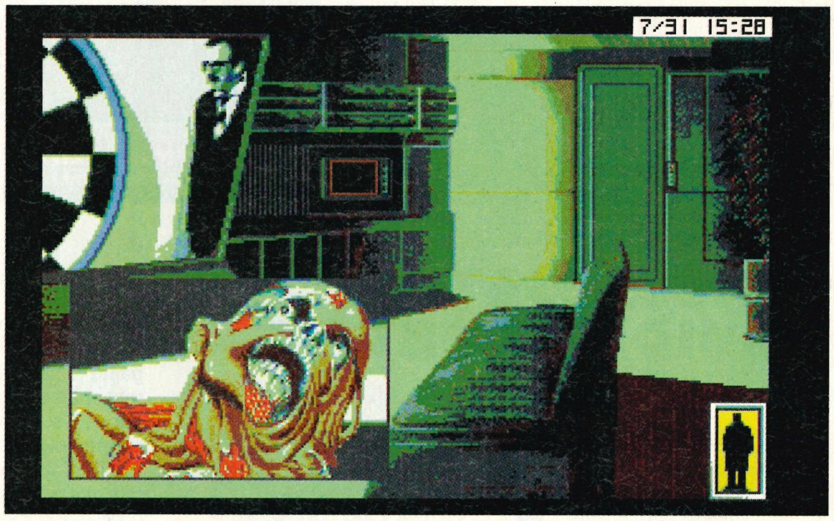
▲ **Whey hey! Lovely ladies in the background and dodgy language from this bloke give this game a 17 certificate**





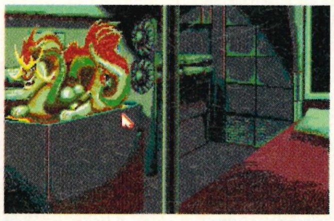
1. Look, pisshead, it's been a bad day and I don't need crap from scum like you! Now, where is this guy called "The Jake"?
2. A friend of his is in trouble.
3. Ease up! Just looking for info.

▲ **Now that's not very nice is it? It is to the point though, so it will probably work**



▲ **This bloke ended up like this by taking drugs! There's a lesson in there for us all somewhere**

▲ **Oh no! It's the fuzz, and they've got large guns. Time to do a cream bunner**



▲ **It seems like there is nothing in this room at first, but those with an eye for detail will notice something strange...**

7 8 9
4 5 6
1 2 3
← 0

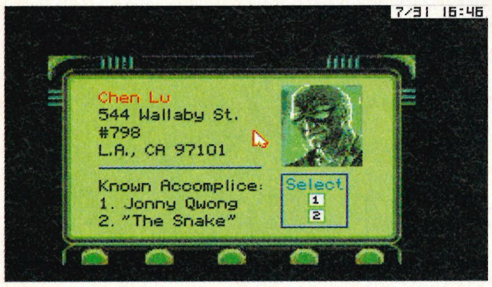
GAME OF DEATH

Throughout the game Blade will meet lots of different characters. Most of them are aggressive and require some sweet talking if you are to get round them. One of the vid messages you receive is from your irate girlfriend who for some reason is in possession of your keys and so naturally she is the first person to interact with. The question is; how do you calm her down? A flower seller has one possible answer in the form of a bouquet, but this might be a bit too expensive, especially if you can charm her some other way. During conversations three phrases will be displayed on screen and one of them must be selected as your reply. Careful consideration has to be made as to which reply to choose because sometimes you can offend the person you are talking to, especially as some of the replies involve calling people 'pisshead' or 'bastard'. The use of such words in this game is gratuitous as it does little to enhance the overall feel of the game.

FIST OF FURY

The previous Mega-CD adventure from Dynamix was the appalling Adventures of Willy Beamish. The main problem with the game was that it was atrociously slow, and the access time between screens was unbearable. Thankfully Dynamix has overcome this problem because the access time is almost instantaneous.

It is now possible to move through a whole series of rooms in no time at all. When talking to characters the pieces of digitised speech are played instantly, so basically there is no hanging around at all at any point in the game.

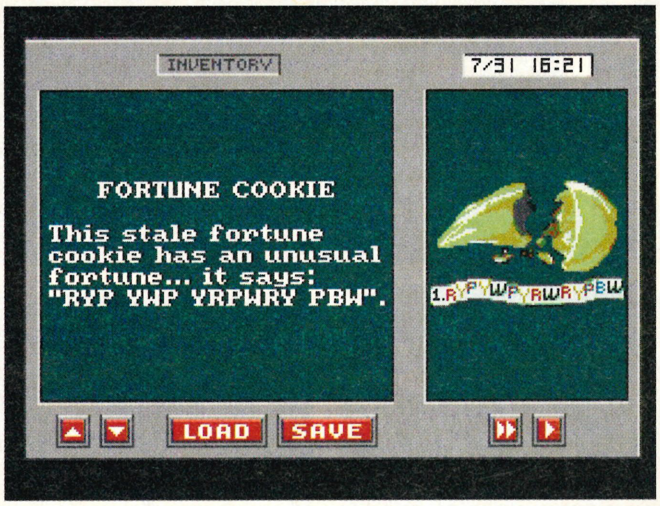

7/31 16:46

Chen Lu
544 Wallaby St.
#798
L.A., CA 97101

Known Accomplice:
1. Jonny Qwong
2. "The Snake"

▲ **Each time an address is found the location is automatically marked on your map so you can travel there**

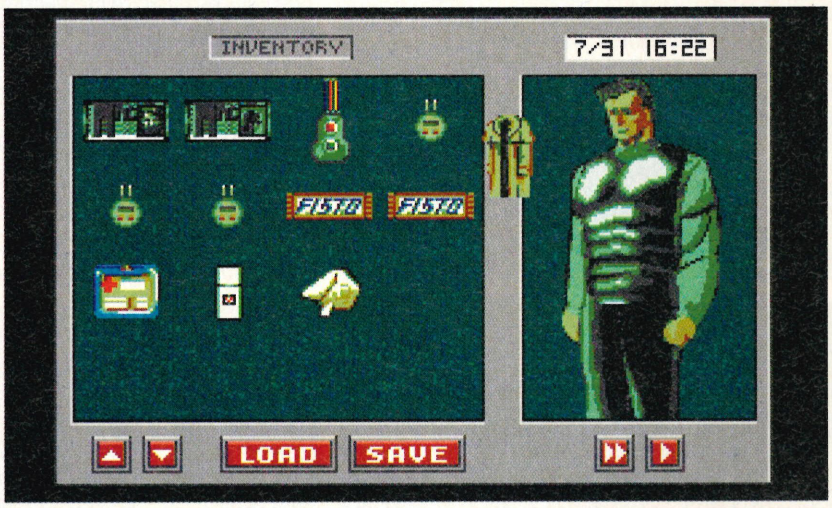
▼ **Could that be a clue of some sort?**

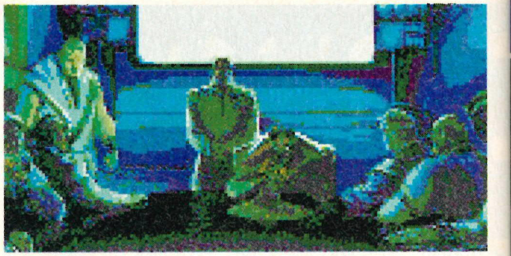


FORTUNE COOKIE

This stale fortune cookie has an unusual fortune... it says: "RYP YWP YRPWRY PBW".

▼ **This game's so smart you can even play dressing-up games**





THE GREEN HORNET

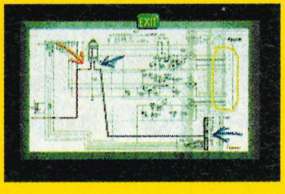
As in Willy Beamish, the game is controlled using a smart cursor. What this means is that when the cursor is moved over an item that would otherwise have been unnoticed it changes into an action icon. If a magnifying glass pops up then the item can be examined further and it is more than likely that a cut screen showing the item in more detail will appear for further examination. A word balloon on the other hand means that it is possible to talk to the character being looked at. The smart cursor gives away clues as to where actions must be taken but there are some places where a bit of guesswork has to be used. For example, there is a bedroom in someone's house that seems to have nothing of interest in it, but if this is so then what is the reason for including it in the game? By exercising the old grey cells a bit you will realise that there is something to do in every location of the game, even though at first it may not be at all obvious.

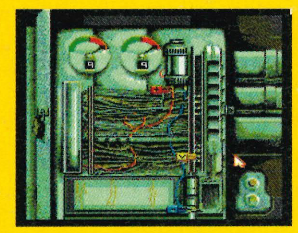
THE CHINESE CONNECTION

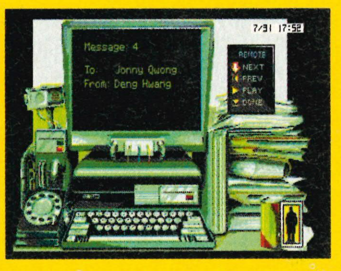
As I said previously, I wasn't looking forward to playing this at all but once I got into it properly I was hooked. It makes a change for a game to have a decent story-line and the plot chugs along at a reasonable pace to keep you interested right up to the end of the game. Usually games like this are quite linear and therefore get boring quickly especially if you get stuck on one puzzle, but this one is different. Having various conversations with a number of people can actually change the outcome of what happens and there are quite a few ways of finishing the game.

The way people react to you will also change depending on how you act and what you say to them. This makes for an enthralling game, and with some quite hard puzzles along the way I can only say that this is the best Mega-CD adventure yet.

THE MEGATECH GUIDE TO PHONE TAPPING






7/31 17:52

Message: 4
To: Jonny Quong
From: Deng Hwang

To tap into the phone lines first analyse the schematic diagrams. Open up the phone connection box and plong the croc clips on the right wires. Now go home and wait for some calls to come in.

THE SECOND OPINION

ALLIE WEST

The PC version of Rise of the Dragon which was outa good few years ago was absolutely superb and it's surprising just how well the thing has converted across to the Mega-CD. The graphics are all very well drawn and the CD access is extremely quick indeed. Compared to the sluggish and boring gaps between screens that we had in Willy Beamish this bangs the screens up very quickly. What really makes the game though is the excellent use of sound. The PC version didn't have the advantages of CD-ROM and the features which this provides are brilliant. The sound effects and speech are both brilliant and the soundtrack suits the Bladerunner style of the game down to the ground.

% RATINGS

REFLEXES
STRATEGY
CHALLENGE
THOUGHT

80% **PRESENTATION** A great dark and moody feel

83% **GRAPHICS** Lots of stills and set pieces

92% **SOUND** Great music and speech

89% **SHORT TERM PLAY** Compelling right from the start

84% **LONG TERM PLAY** The game isn't as big as it could have been

OVERALL 88 A brilliantly moody adventure the likes of which we should have seen a long time ago

SEGA

ISSUE 21 • MAY '94 • AN UNOFFICIAL SEGA PUBLICATION • £2.50

MEGA DRIVE

ADVANCED GAMING

NHLPA CD

JUNGLE BOOK

BUBBA 'N' STIX

ART OF FIGHTING

NIGEL MANSELL F1

ANOTHER WORLD 2

SOLDIERS OF FORTUNE

POWER TO THE PEOPLE

POWERMONGER HITS THE MEG

ON SALE NOW

REVENGE

Ninjas, robot warriors and three-headed dragons. We need someone who is wearing brown trousers to review this game and here comes RICH LLOYD – corduroy king of the Western world.

REVENGE OF THE NINJA

BY: RENOVATION

CD-ROM

STYLE

CARTOON/ADVENTURE

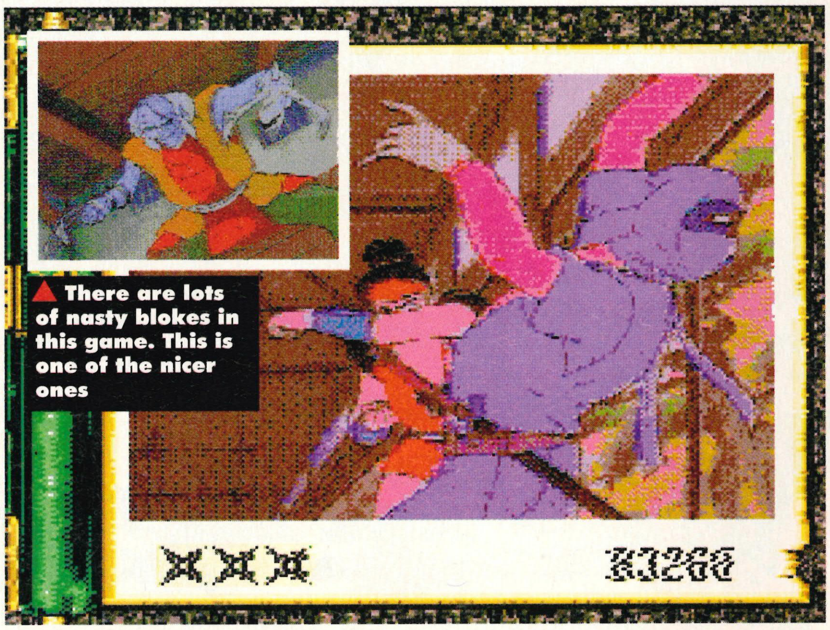
PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

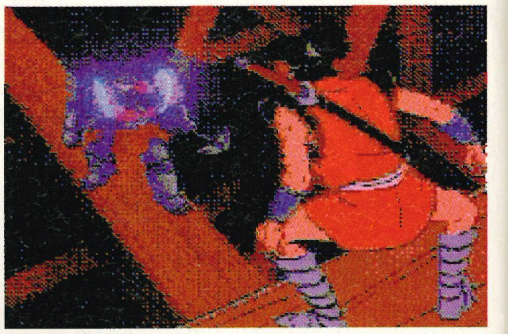
RELEASE DATE IMP ORT

There is a strange air of mystique surrounding the word ninja. Everyone imagines them to be élite warriors who always dress in black, appear in puffs of smoke, beat up 60 or 70 people single-handed and then vanish again. I guess this is because of the glut of dodgy martial arts films that were released in the late 1960s and early '70s, plus those four adolescent deformed turtles didn't do the legends much good either. Not many people know that ninjas were in fact a bunch of highly trained assassins that weren't very glamorous at all. Masters of Ninjitsu, these guys were generally disliked because they weren't very nice blokes, being murderers and all. Still, people like ninjas nowadays especially in computer games such as the Shinobi series. It doesn't take a genius to deduce that the star of this game is a ninja as well, because otherwise I wouldn't be going on about them...

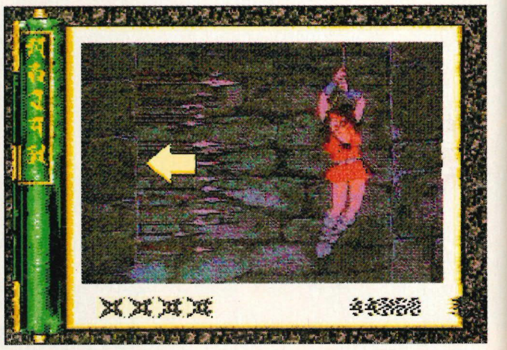


▲ There are lots of nasty blokes in this game. This is one of the nicer ones

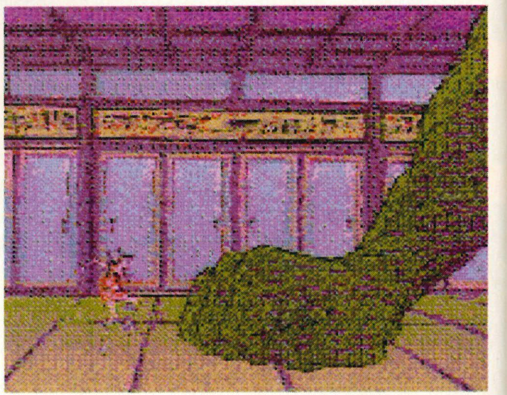
▶ Take that! There's lots of fighting in the animated bits



▲ Even up in the rafters our hero is not safe. It's so exciting! Which button do I press now?



▲ ...I think that big arrow is a clue of some sort



▲ Yikes, that was close. Time to run away

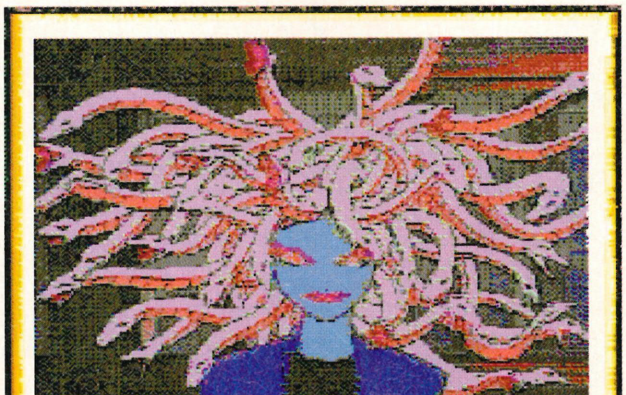
MICHEAL DUDIKOFF

A few years ago a game came out in the arcades called Dragon's Lair – a completely revolutionary type of game which was so unique that it was even featured on the News at 10! Dragon's Lair has actually been released on Mega-CD and Revenge of the Ninja is a very similar game. It is billed as an interactive cartoon, with more emphasis on the cartoon part rather than the interaction. You take the role of a newly qualified ninja whose father has just been murdered by a three-headed dragon which also kidnapped his girlfriend. So you set off to wreak revenge by fighting through the many traps and legions of the undead.

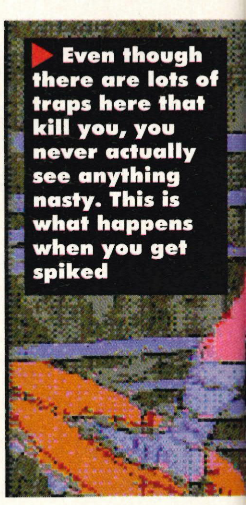
THE SECOND OPINION

JOHNNY 'JAG' McALLEICE

Sorry, this is simply overrated graphics with a flashy-looking box. This game and others like it (Dragons Lair for instance) should died a death in the middle of the '80s where they belong. The gameplay is non-existent, wandering around a grainy cartoon environment and tapping a couple of buttons when prompted is simply not the cutting edge of CD technology. How much does this thing cost, at least £50 I bet. No, this is insulting. The deranged and small children may attain several minutes of pleasure, but the mentally stable will be asleep by the time the first screen is cleared.

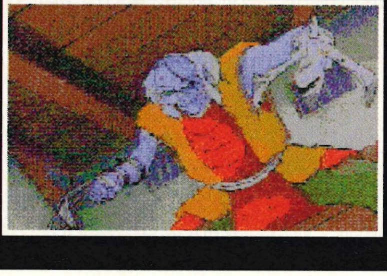


◀ Meet Medusa – she doesn't turn you to stone and her snake hair gets cut to ribbons instantly. Let's face it, she's crap



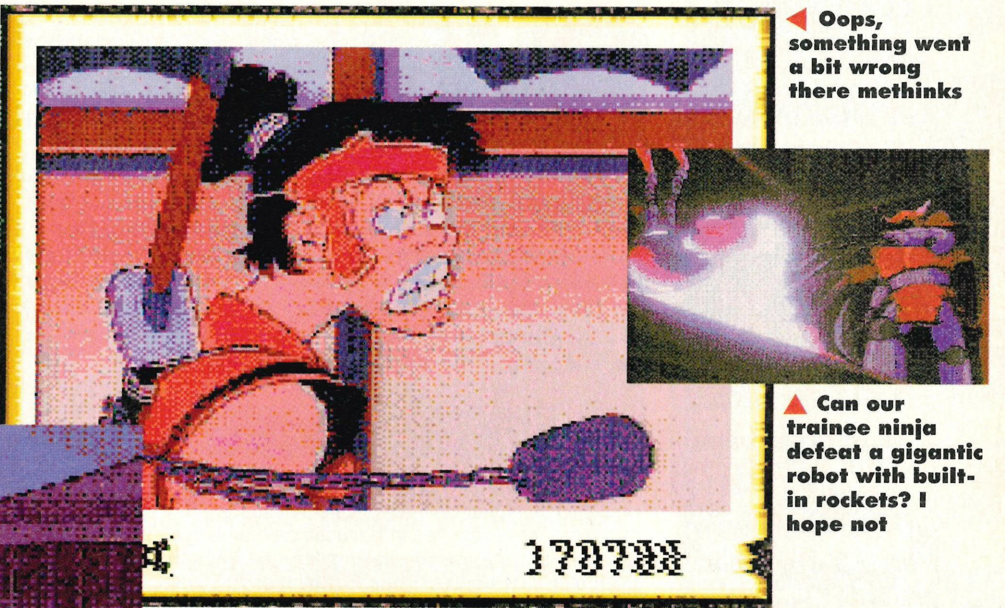
▶ Even though there are lots of traps here that kill you, you never actually see anything nasty. This is what happens when you get spiked

OF THE NINJA



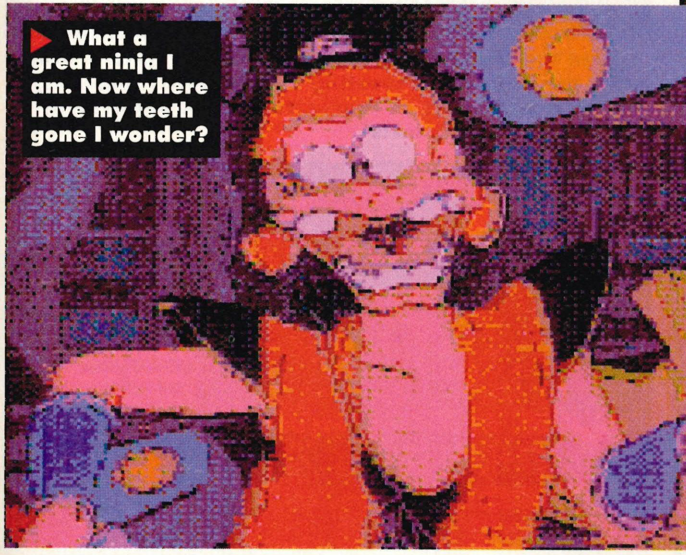
STEVE JAMES

If you own a Mega-CD already, then you will probably have received a free copy of Cobra Command or Road Avenger with it. This is exactly the same as these two games so why on earth would you want to buy another one?! All that happens is that on each stage you are shown a long piece of cartoon footage and at various points you have to either move the joypad in the correct direction or press the fire button. Do it correctly and you survive the fiendish traps and manage to kill the monsters, but make one mistake and it's instant death which is displayed by an appropriate death sequence. In easy mode arrows appear on the screen showing which direction to move the joypad, but on hard mode you have to watch for subtle clues or just use your initiative. In some situations this can be annoying because you end up having no idea which direction to press, so sometimes you have to work out the stages simply by trial and error.



◄ **Oops, something went a bit wrong there methinks**

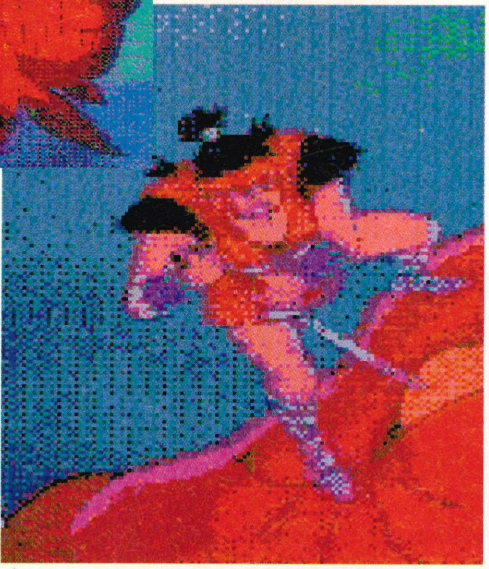
▲ **Can our trainee ninja defeat a gigantic robot with built-in rockets? I hope not**



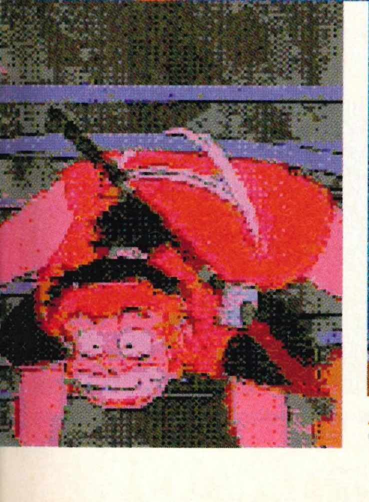
► **What a great ninja I am. Now where have my teeth gone I wonder?**

▼ **After a bit of a scrap, the giant hand isn't too happy. I guess my manicuring skills leave a lot to be desired**

◄ **I guess this is 'the one that got away' that everyone keeps talking about**



▲ **Didn't I see that trick on Penn and Teller?**

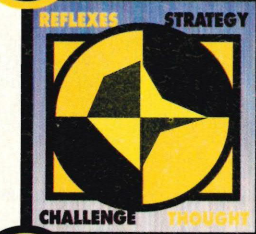


DAVID BRADLEY

In easy mode the game is a complete walk-through and I finished it within 20 minutes of booting the CD up. The harder modes are a different matter, and if you manage to finish the game on the hardest mode and take a picture of the screen you will be given a special certificate recognising you as a Master of the Ninja Arts. The thing is, do you want one? As I said before, this is so similar to other games which you probably already own that there is no point in buying this whatsoever. Mind you, if you like this sort of thing then Revenge of the Ninja should do you nicely.

Some of the animated sequences are very imaginative with massive robots firing missiles and shurikens everywhere, wolves attacking you with your own sword and undead ninjas getting cut to pieces before putting themselves back together again. Everything about this game looks very nice and sounds great but unfortunately the gameplay isn't really up to much due to the limited structure of the game. Sorry, but I can't really recommend this to anyone.

% RATINGS



PRESENTATION 73% Over 30 minutes of cartoon footage

GRAPHICS 70% Grainy cartoon graphics

SOUND 88% Nice CD tunes and effects

SHORT TERM PLAY 79% It's fun for a while

LONG TERM PLAY 54% Easy to complete and very repetitive

OVERALL 58 A competent game that is exactly the same as most other interactive cartoon games

SHADOWRUN

Jack-in, chummers! DAVE RENTON is taking us on a trip to downtown Seattle where the sprawls sprawl and the shadows run...

BY: SEGA/FASA Corp

16-MEG

STYLE

RPG

PRICE £45.99

PLAYERS 1

SKILL SETTINGS 1

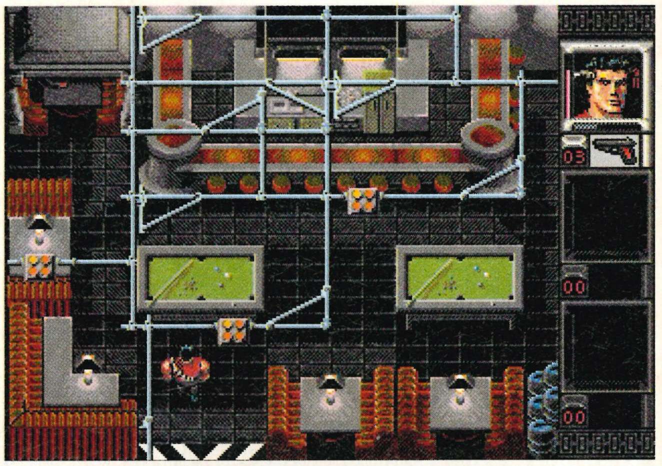
RELEASE DATE

IMP ORT

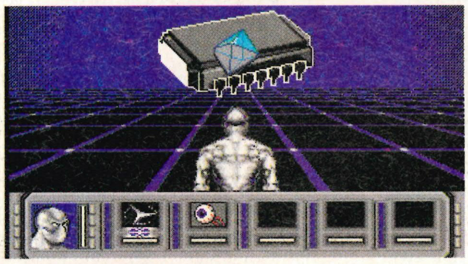
When it comes to tabletop role-playing games, FASA's Shadowrun has been one of the only games to successfully cross genres and get away with it. Since its release in the late eighties it has taken the role-playing world by storm, crossing the fantasy genre with the dark futuristic settings and attitudes of a William Gibson novel. If you've never read Gibson, Shadowrun is a little like Ridley Scott's Bladerunner but with a lot more attitude and much more style – apologies to Phillip K Dick fans out there, but I personally think Do Androids Dream of Electric Sheep (filmed as Bladerunner) is a little on the morbid side, although it is worth a read.

TOM DOWD

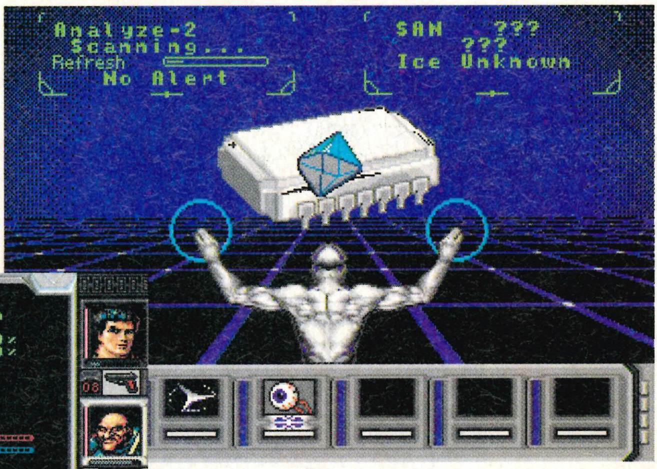
Set in the mid-21st century, the world of Shadowrun takes us to the urban sprawls that litter America's landscape. Weird gene mutations have resulted in fantastic creatures such as orcs, trolls, dwarves and elves again walking the earth. Mix this up with the technological revolution that has gone on and you have a game that is as original in concept as role-playing itself was when it first crawled out of Gary Gygax's dungeon 20 years ago.



Even the bravest of Shadowrunners get thirsty. Bars are a great place for meeting new contacts, Johnsons, fellow 'runners and, of course, to become involved in some spectacular brawls



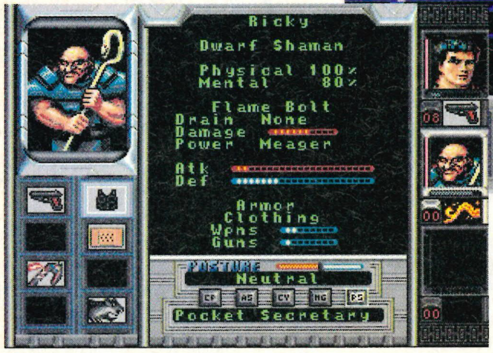
Not so much an ICE cube, more like an ICE diamond – no it's not a fridge



Analyze-2
Scanning...
Refresh
No Alert

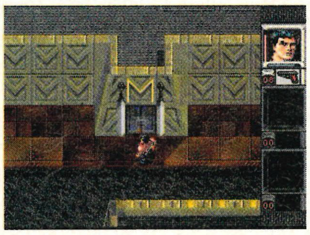
SAN ???
???
Ice Unknown

Scanning the node is always useful



Ricky
Dwarf Shaman
Physical 100%
Mental 80%
Flame Bolt
Drain None
Damage
Power Meager
Atk
Def
Armor
Clothing
Wpns
Guns
POSTURE
Neutral
CP AS CY MG PS
Pocket Secretary

Ricky our dwarf Shaman counterpart displays his collection of used Band Aids, magic totems and weapons. Meanwhile Bob the Anaconda stiffens and puts on a silly grin for the camera

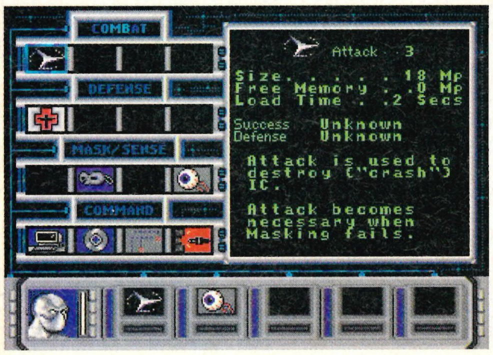


Obviously the posher side of town! Joshua decides it's time to go a nightclub (it is a nightclub, honest!)

EARTHDAWN

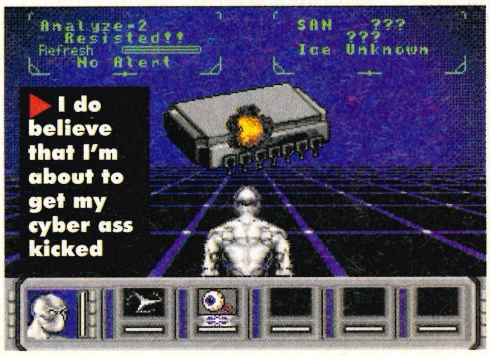
Most of the action in a typical Shadowrun tabletop game is set in Seattle and this is where the Mega Drive version takes place. Joshua is the character chosen to play your doppelganger during the game. He is a newcomer to the dark mysterious world of the sprawl, on a mission from God to track down his brother's murderer.

After gathering together a bunch of loose clues regarding where to find out more information, the game begins in the sleazy side of town. You've managed to track down a motel which was the last known place where your brother's Credit Spike registered a transaction. Motel owners being what they are (and the state of the economy in the 2050s), the owner of this establishment demands 250 NuYen for the return of your brother's belongings. Pulling out your Credit Spike you find yourself a little short – if you haven't got the cash, don't look for sympathy, because you've got to earn your way in this world. The friendly motel owner (not!) points you in the direction of a bar on the north side of town where you'll meet a 'Mr Johnson', which is the Shadowrun slang for a contact. Johnson is never the real name of your contact – it is reputedly taken from the household name Johnsons the Cleaners…I'll let you work that one out for yourself.



Attack 3
Size. . . . . : 18 Mp
Free Memory : .0 Mp
Load Time : .2 Secs
Success Unknown
Defense Unknown
Attack is used to destroy ("crash") IC.
Attack becomes necessary when Masking fails.

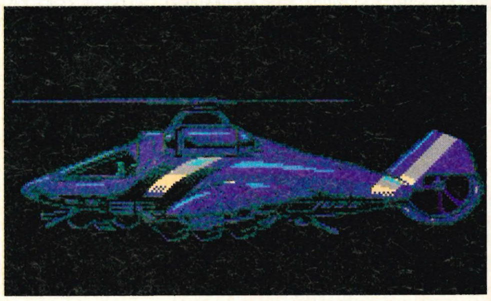
The Cyberdeck. Don't touch it, man. In fact don't even look at it – this Cyberdeck has never been touched since Jimi Hendrix peed on it



Analyze-2
Resisted!!
Refresh
No Alert

SAN ???
???
Ice Unknown

I do believe that I'm about to get my cyber ass kicked

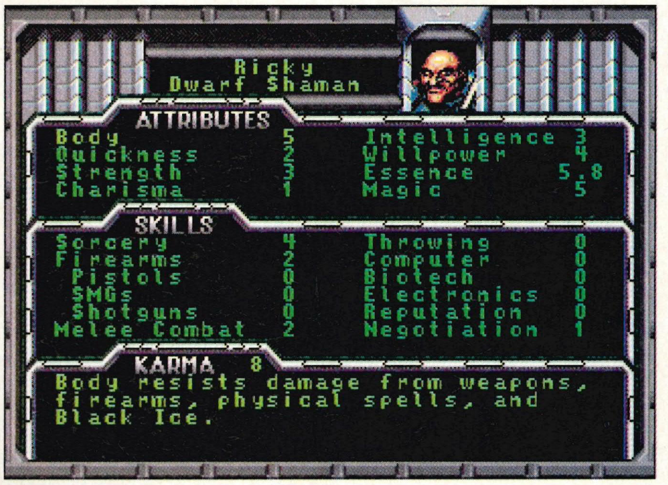


Cor, would you look at the size of that chopper!

JILL LUCAS

After making contact with your Mr Johnson it's off to work. You're never likely to earn more than 70 NuYen per job, which involve such things as escorting people between buildings, taking packages between clients and wiping out colonies of ghouls in run-down areas of town. Creaming the ghouls is one of the harder missions and it does pay better money, depending on how many you kill, however I wouldn't advise undertaking this mission until you have the munitions capabilities of a small army – and all that takes dosh.

As you progress and earn more money you are able to afford more of the lower range equipment that's going to make life a lot easier. Left in your brother's legacy is a small Cyberdeck which you can't do much with it at the moment, but later when you've got all the upgrades the Net's the limit. Hang on, did I tell you about the Net, or the Matrix as it's called in Shadowrun? The Matrix is the world's communication network and it exists entirely in the world of Cyberspace. It encompasses the globe like a huge fat spider's web and any computer system linked to it is accessible. Naturally, this Matrix has guards – electric guards to be precise. The technical term used for these guards is ICE (Intrusion Countermeasures Electronics) and they can be pretty vicious – I personally know several 'runners whose meat lies cold and jacked into a term somewhere after they had their brains fried by Black ICE.



Ricky
Dwarf Shaman

ATTRIBUTES

Body	5	Intelligence	3
Quickness	2	Willpower	4
Strength	3	Essence	5.8
Charisma	1	Magic	5

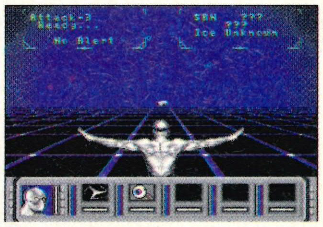
SKILLS

Sorcery	4	Throwing	0
Firearms	2	Computer	0
Pistols	0	Biotech	0
SMGs	0	Electronics	0
Shotguns	0	Reputation	0
Melee Combat	2	Negotiation	1

KARMA 8

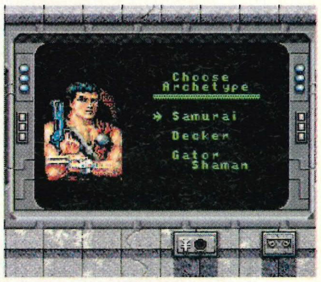
Body resists damage from weapons, firearms, physical spells, and Black Ice.

▲ Just like the real thing. The character sheet will give you info on your character's strengths and weaknesses



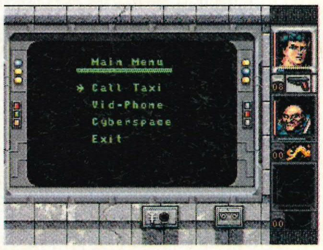
Attack-3
Ready...
No Alert
SAN ???
???
Ice Unknown

▲ I vaporise my mind for fun, another planet's where I've gone. Silver Surfing, Silver Surfing...



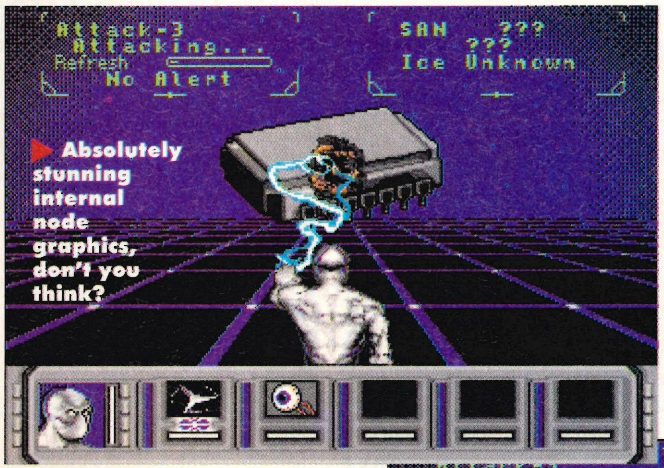
Choose Archetype
→ Samurai
Decker
Gator Shaman

▲ Career opportunities



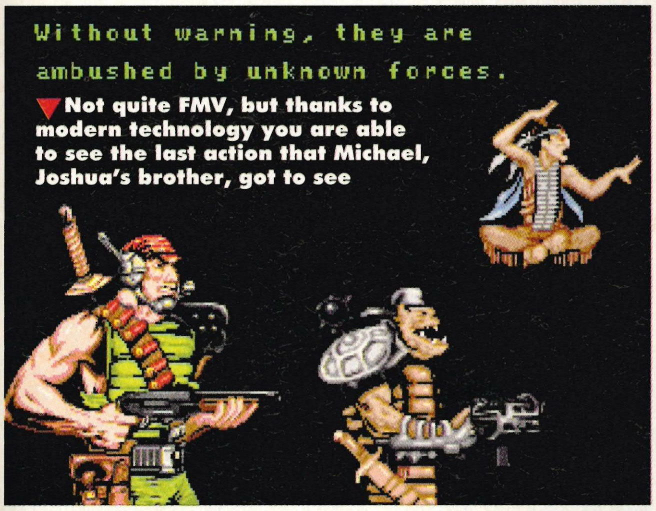
Main Menu
→ Call Taxi
Vid-Phone
Cyberspace
Exit

▲ Scattered around are various computer terminals



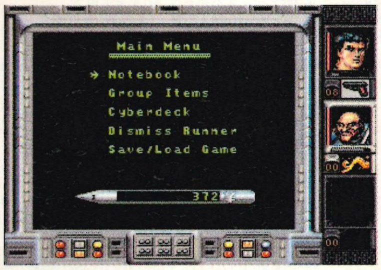
Attack-3
Attacking...
Refresh
No Alert
SAN ???
???
Ice Unknown

▶ Absolutely stunning internal node graphics, don't you think?



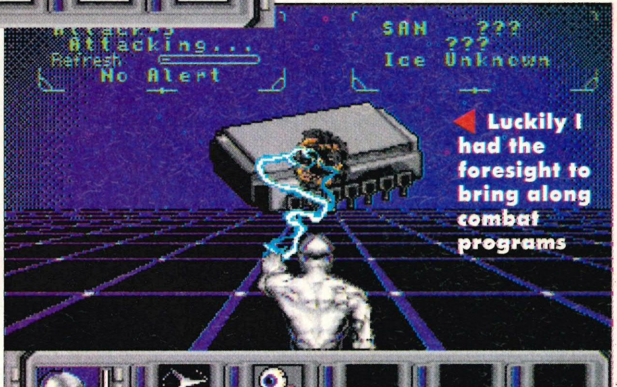
Without warning, they are ambushed by unknown forces.

▼ Not quite FMV, but thanks to modern technology you are able to see the last action that Michael, Joshua's brother, got to see



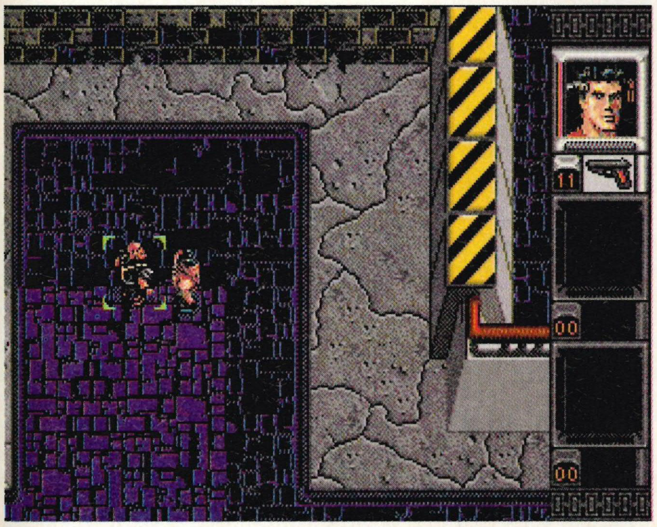
Main Menu
→ Notebook
Group Items
Cyberdeck
Dismiss Runner
Save/Load Game
372

▲ It's not really your cyber pencil, it's your cred-stick. Without it you're nothing, chummer



Attacking...
Refresh
No Alert
SAN ???
???
Ice Unknown

◀ Luckily I had the foresight to bring along combat programs

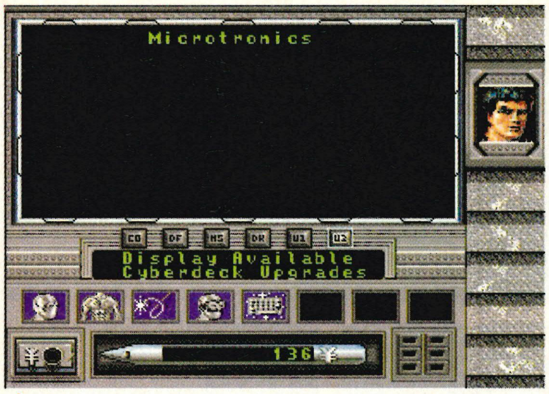


▲ Don't give a sucker an even break and never turn your back on him

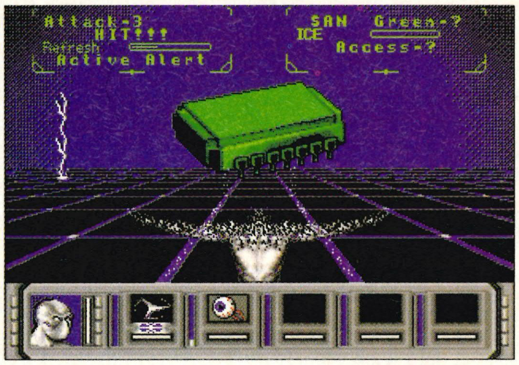
CARL SERGANT

Am I selling this game to you yet, or do you want to know mundane things such as "Has it got nice graphics?" and "Can I whistle along to the music?" and "Will it impress my friends?". Look, this is a role-playing game so all you need is a spark of imagination and a workable, playable game. Having said that however, Shadowrun's graphics are a little bog standard and do become a little monotonous – for example, the runs on the Matrix could have been graphically enhanced a little more. Another minor gripe is that the shots and squeals of pain sound like someone being poked with a blunt stick!

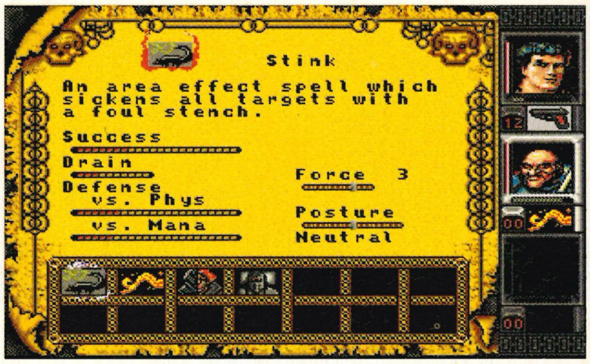
Shadowrun is a big game and every tiny little bit of this 16-meg cart is crammed with gameplay. You may find it a little tedious initially as you to and fro between the lower-paying Johnsons, however later in the game the pay's good and the risks are high, resulting in a very enjoyable shoot'em-up.



▲ **Froth, froth, froth went the decker...**



▼ **Once the ICE is down, transmission to the node can begin – Happy, Happy, Joy, Joy**


Stink

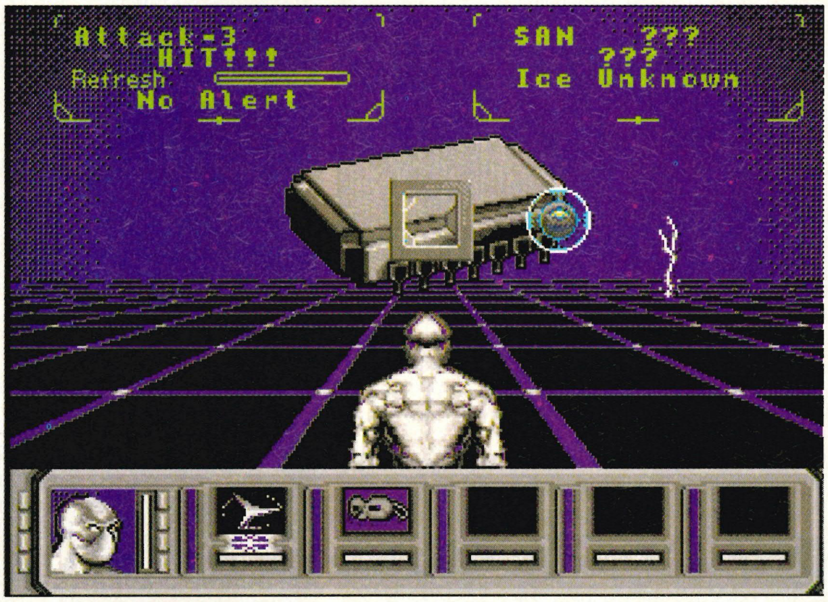
An area effect spell which sickens all targets with a foul stench.

▲ **Spells really set Shadowrun apart from run-of-the-mill cyber-style games**

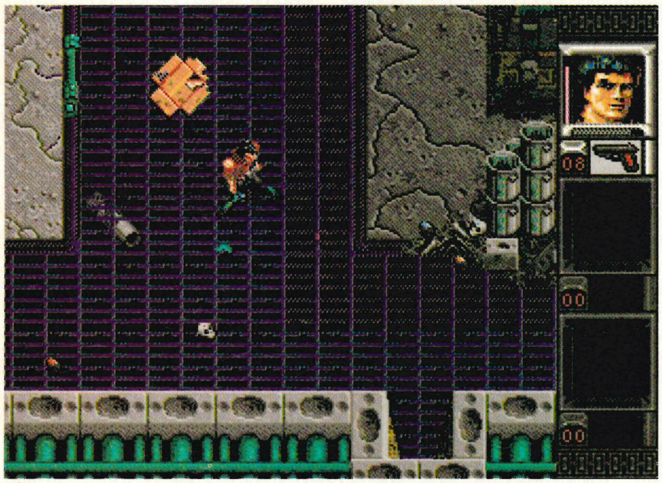
JEFF LAUBENSTEIN

The one thing that you'll notice about Shadowrun that is different from the majority of SF/Dark Future RPGs is the use of a magic system. At the outset of the game your character has the choice of three occupations – Street Samurai who basically hits things; Decker who runs the Matrix; and the Shaman who has access to the magical arts and uses totems (such as carved wooden animals) to achieve his powers. Extra spells are up for sale (like everything else in this world), and as your Shaman increases in power he is able to control much more magic.

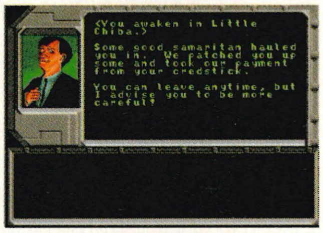
So, how does he increase in power? Simple – everything you do will earn you karma points which will be displayed on your character sheet. You're then allowed to buy extra points in your chosen attributes and skills. Obviously, the more you increase your skills by using the accumulated karma, the better you will become at certain tasks – usually either combat, running the Matrix or magic.



◀ **And to our right we can see an Alert message being sent to the CPU from the ICE**



▲ **Puyallup Barrens is just the wrong side of town – there aren't even have street sweepers here**

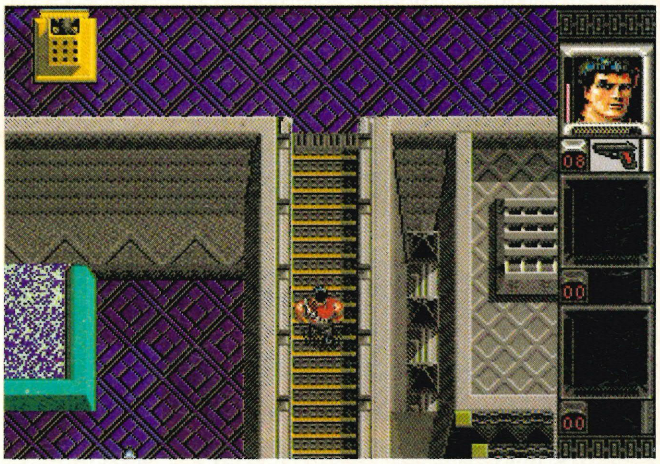

<You awaken in Little Chiba.>

Some good samaritan hauled you in. We patched you up some and took our payment from your credstick.

You can leave anytime, but I advise you to be more careful!

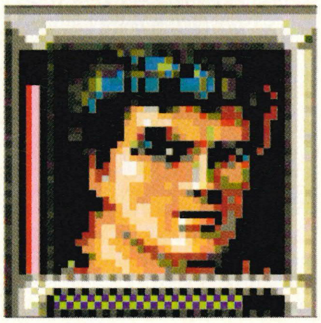
▲ **Oooooee, Chiba Chiba Cheep Cheep – yeah!**

▼ **Go on, be a real anarchist – get up that escalator the wrong way**

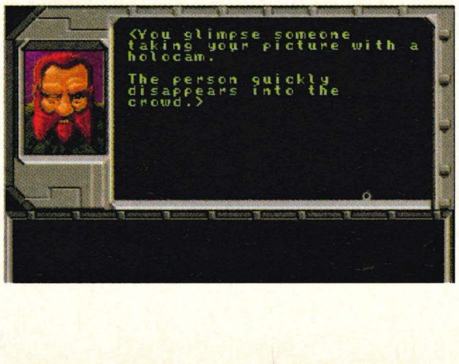


LOU PROSPERI

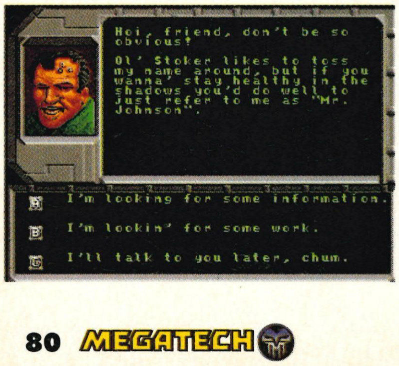
The SNES version of this classic RPG was a little too violent with not enough role-playing or thought needed on behalf of the player. The Mega Drive version is completely different. Those of you who liked the violence aspect of the original may be a little disappointed because at the beginning of the game most of the violence is directed at you and you'll find yourself coming off the worst! Character interaction is at a premium, which was something that you didn't really get on the SNES version, and people are prepared to talk to you and be nice as long as it benefits them. If you put effort into this game and don't just wait for the aliens to pile in, you'll enjoy a very playable game and your life will be all the better for it.



▼ **Damn paparazzi get everywhere!**


<You glimpse someone taking your picture with a holocam.

The person quickly disappears into the crowd.>


Hoi, friend, don't be so obvious!

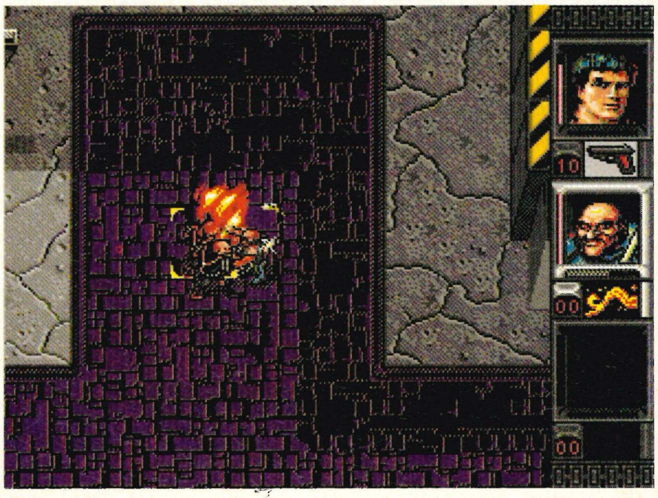
Ol' Stoker likes to toss my name around, but if you wanna' stay healthy in the shadows you'd do well to just refer to me as "Mr. Johnson".

A I'm looking for some information.

B I'm lookin' for some work.

C I'll talk to you later, chum.

◀ **Johnson Mk1. You'll find this guy easy enough – just don't expect too much NuYen**

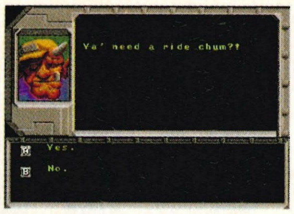


▲ **Some of the spells display fabulous pyrotechnics**

THE SECOND OPINION

RICH

When Shadowrun came out on the SNES I was completely enthralled by its strange combination of violence, magic and technology. Not having heard of the Shadowrun tabletop RPG or the series of accompanying paperback books, I found it a great introduction to the world of the Matrix. Although the Mega Drive version is a completely different game, it is still incredibly atmospheric and captures the feel of the original. RPG fans are going to explode with excitement when they see this because the gameplay is very deep and Joshua has more attributes than you can shake a stick at. The Mega Drive has been sadly lacking in decent RPGs for quite a while now and Shadowrun more than makes up for that.

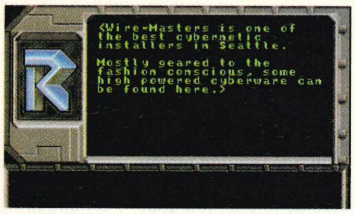


Ya' need a ride chum?!

Ⓐ Yes.

Ⓑ No.

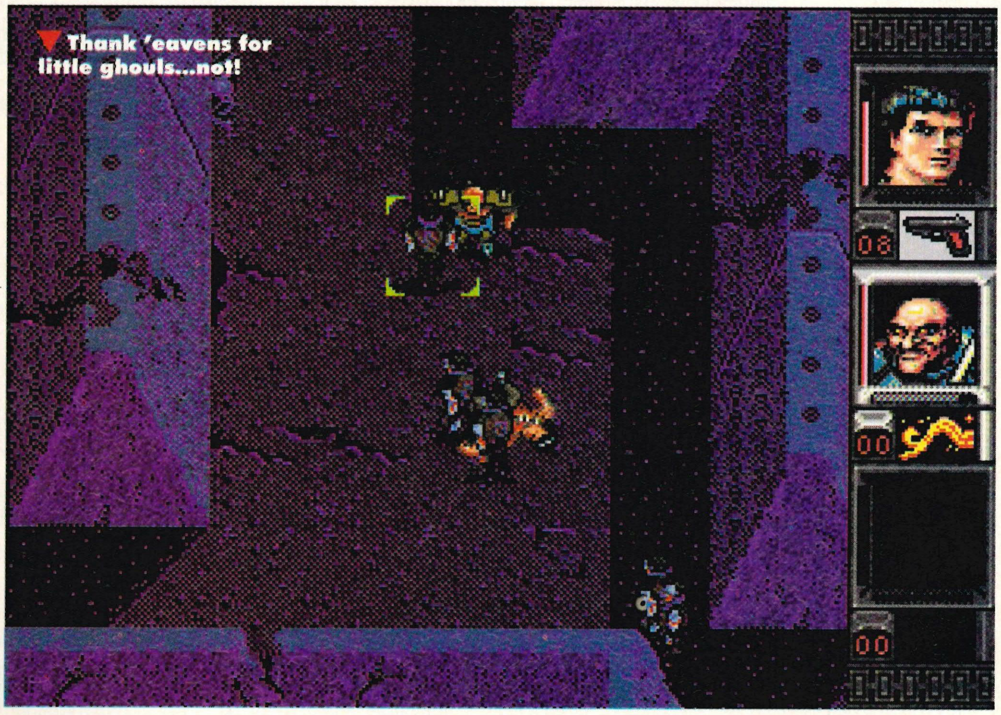
◀ Now you don't get an offer like that every day!



<Wire-Masters is one of the best cybernetic installers in Seattle.

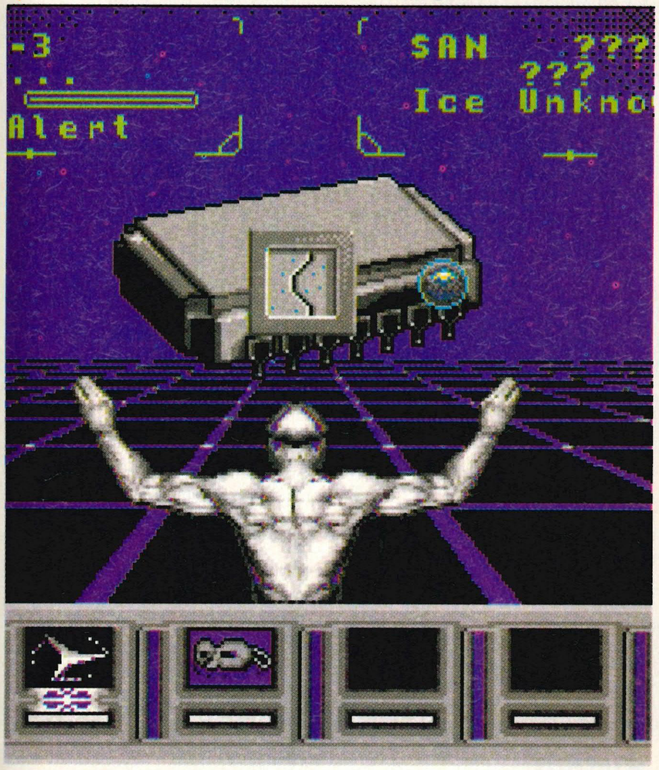
Mostly geared to the fashion conscious, some high powered cyberware can be found here.>

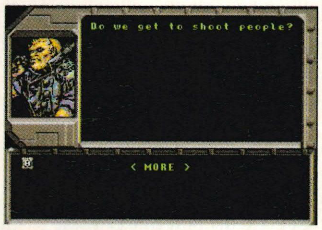
◀ If you ain't got style, you don't exist. Make sure you buy all your chrome accessories from the most expensive shops



▼ Thank 'eavens for little ghouls...not!

▼ We're not worthy, we're not worthy



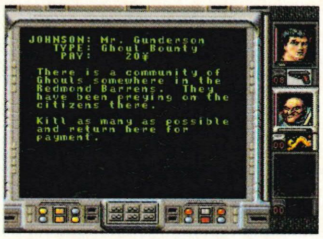


Do we get to shoot people?

Ⓐ < MORE >

▲ And people wonder why there is discrimination against orcs and ogres in the Shadowrun world

▼ Your notebook keeps details of your contacts, runs and Johnsons, and provides clues and hints that you may have missed

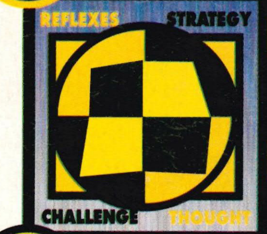


```
JOHNSON: Mr. Gunderson
   TYPE: Ghoul Bounty
    PAY:       20¥
```

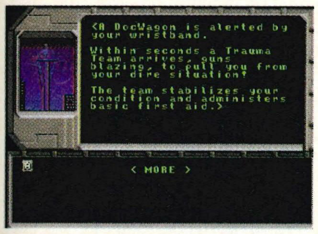
There is a community of Ghouls somewhere in the Redmond Barrens. They have been preying on the citizens there.

Kill as many as possible and return here for payment.

% RATINGS



PRESENTATION	70%	Not awe-inspiring but quite good and functional
GRAPHICS	65%	Little difference between locations
SOUND	50%	Doesn't convey the atmosphere inherent in Shadowrun
SHORT TERM PLAY	60%	If you like RPGs then this will have you hooked
LONG TERM PLAY	98%	Excellent RPG style that will take a while to play
OVERALL	95	Excellent gameplay makes up for the slightly dodgy graphics and lack of atmospheric sound



<A DocWagon is alerted by your wristband.

Within seconds a Trauma Team arrives, guns blazing, to pull you from your dire situation!

The team stabilizes your condition and administers basic first aid.>

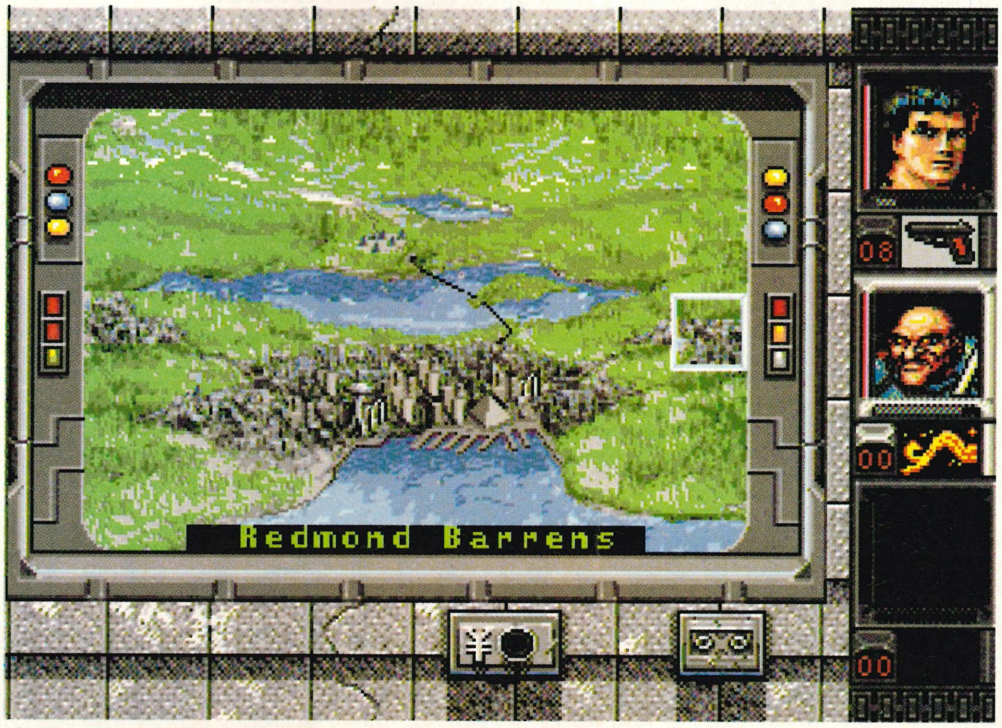
Ⓐ < MORE >

▲ It's nice to know that even in a violent society there are people who are concerned about your health

SYSTEM OVERLOAD!!

LOGGING OUT
ALL USERS

▲ Get it wrong in the Matrix and you're gonna find yourself jacked out



▲ The sprawl of Seattle 2058

£ MEGASELL

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Ring Craig on 0737 361752

Mega Drive games – Sonic 1 £12, Sonic 2 £25, SOR £18, WWF £18, and Gunstar Heroes £30.
Paul Jackson, 15 Tyleden Road,
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Jungle Strike, Mega-lo-Mania, Puggsy – £25 each. Akisia Dragon, Robocod, Strider II – £10 each.
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Mega-CD games for sale: Final Fight CD £26, Batman Returns £26, Jaguar XJ-220 £24, Night Trap £25.
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Shepperton Middx, TW17 0BG
Tel: 0932 232560

For sale: Super Kick Off £25, Ecco £20, Desert Strike £20, David Robinson's £20, Strider £15. All games boxed with instructions and in mint condition.
Tel: Stephen Young 0670 815834

For sale: Issues 1-26 of MegaTech in good condition – £40. Also issues 1-16 of MMS in good condition – £25.
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Mega Drive, Mega-CD, speakers, Sega Tap, four joypads (two six-button), carry case, 20+ Mega Drive titles including FIFA, Wiz 'N' Liz, Micro Machines, F1, Sonic 1&2 and five CD games and Sega Classics CD – £999.
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(Mega Drive) one Mega Master Joystick, one SG Propad, Jap Converter, 12 games (nine UK, three Jap.). All boxed. Bargain, sell for £220.
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Mega Drive, two control pads, 18 top games (Super Kick Off, Flashback, Lemmings, etc). Mint condition, everything boxed. Total value £700, amazing value at £480.
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CD Magic, 32 T Court, South Street,
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Professor Twistle is wondering why he read the book, gained tentacles and ended up in the wrong magazine completely.

SWAP

Mega Drive, one joypad, Master System converter and two games, plus eight games for Mega Drive. Swap for Amiga 1200.
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I will swap my Euro Soccer, Sonic, Toki, Road Rash and Dave Rob's Supreme Court for your Super Soccer, FIFA, Sensible Soccer and Flashback or any other good games.
Grant Vane, 77 Palmerston Road,
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WANTED

Wanted: Mega-lo-Mania, Mutant League Football, Tiny Toons, Bio Hazard Battle, Super Off Road, Turtles (HH), Mazin War, Micro Machines, General Chaos, and James Pond 3. I will buy them or swap.
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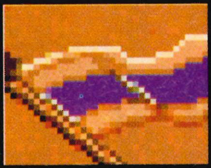
PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE IMP ORT

Coming from Greenock old JOHNNY JAG reckons he knows a thing or two about ships. This proved to be totally unfounded when everyone beat him at Battleships.



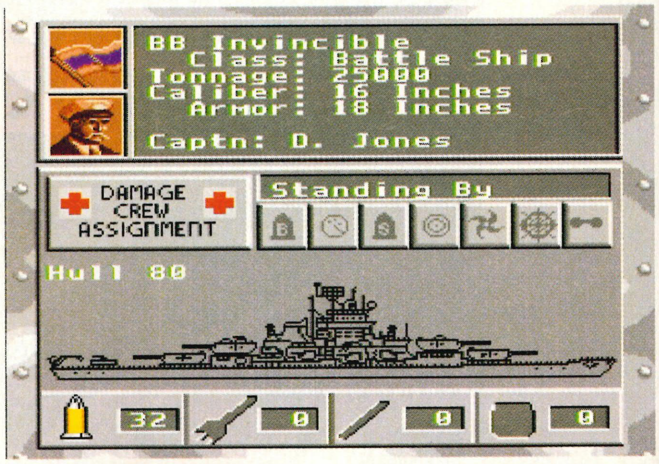
SUPER

Ah starry eyed and innocent. Those were the days, back in the old school yard when I would spend hour after hour drawing grids on sheets of paper we were supposed to do our homework on. The purpose? Battleships what else! Of course as I progressed when mum and dad bought me the real thing for Christmas and all too soon I was more interested in those female things than sinking my younger brothers high seas fleet. The curse of adolescence was thrust upon me, but another attempt at bringing back those great days of childhood, count me in mate.

WE ARE SAILING

Anything seems to be fair play to Mega Drive developers in this present day and age. Yes, my friends, it does appear that everyone and his dog is scrambling around in the mud for a bite of the console apple before the complete thing rots through to the core. I have seen them all come and go – numerous Sonic imitations and even an indoor bowling simulation (for the record, that bowling game was nothing short of frightening). Well, nostalgia seems to sell, so why not have a go at flogging that timeless classic Battleship?

To my knowledge this is the first ever actual conversion of Battleship. Sure there are numerous PD editions knocking around and the game has spawned many cheap imitations, but from Speccy to Amiga I have never come across anyone actually demanding money for the privilege of sinking your high seas fleet. Of course, those jokesters at MB games knocked out the ultimate version of Battleship in the '70s and followed up very shortly with Computer Battleship, but ye old computer Battleship was not really all it was cracked up to be – without a processor in sight, you paid a lot of money for the privilege of listening to a few tinny battle sounds.



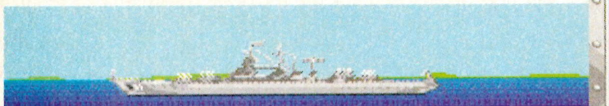
BB Invincible
Class: Battle Ship
Tonnage: 25000
Caliber: 16 Inches
Armor: 18 Inches
Captn: D. Jones
DAMAGE CREW ASSIGNMENT
Standing By
Hull 80
32 0 0 0

▲ **When the ship takes a pounding, access the status report screen and repair any damage**

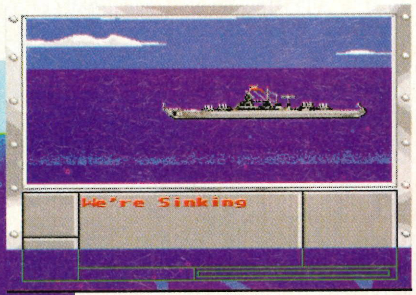
RIVER PLATE

Despite this game having the word 'Super' in its title, this should not be taken as an indication that the said battleships (and indeed submarines) hail from a distant solar system or are in possession of superhero-type powers. Anyone who comes to this review with that presumption will find themselves very disappointed. Super Battleship is in fact the title given to the great new game Mindscape has come up with, which should hopefully carry the Battleship banner well into the '90s and give the game the new, tough street cred image which Mindscape obviously believes it deserves.

Before we have the dubious pleasure of gracing Super Battleship with our gamesplaying skills, the option to have a quick bash at the real McCoy is there with Classic Battleship. With four skill settings to choose from, this is always going to be a barrel of laughs. At £45 this is an overtly expensive method of recapturing the golden days of our childhood, so on to Super Battleship itself.

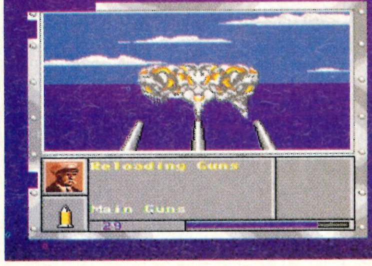


▲ **Submarines are difficult to destroy but deadly to any ship within range of their torpedoes. Use depth charges to blow the hull**



We're Sinking

▲ **Erm, well, the enemy have overwhelmed my small destroyer with superior firepower. Time to abandon ship. Sometimes it works out that way**



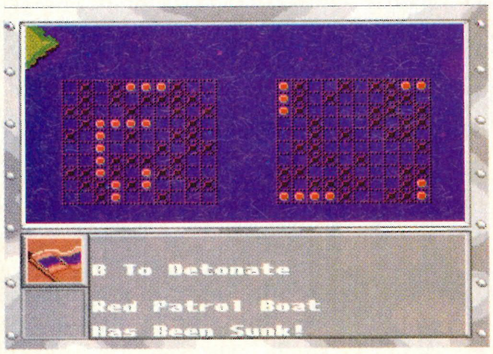
Reloading Guns
Main Guns
29

◀ **Enemy ship within range. Time to open up with the main guns and inflict some major damage**

THE SECOND OPINION

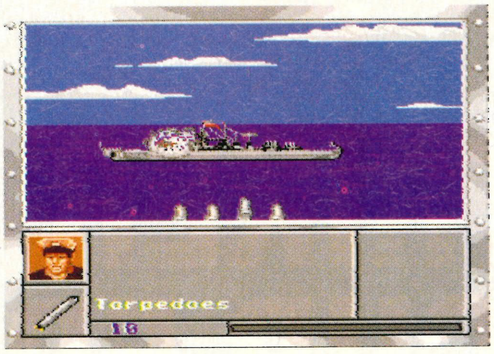
RICH LLOYD

Well, er, it's Battleships innit? No matter how much you dress it up and give it some flash graphics (hmm, OK not that flash) it's still a dead simple and ultimately quite boring war game. The strategy side isn't deep enough to make it absorbing and the simplistic nature of the gameplay means that you never really get into it. To tell you the truth I think that The Jag has been far too kind to it and 55 per cent is way too high. Avoid it like herpes.



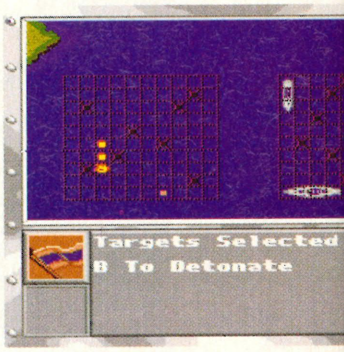
8 To Detonate
Red Patrol Boat
Has Been Sunk!

◀ **One quick game later and victory is mine. I always was good at this game**



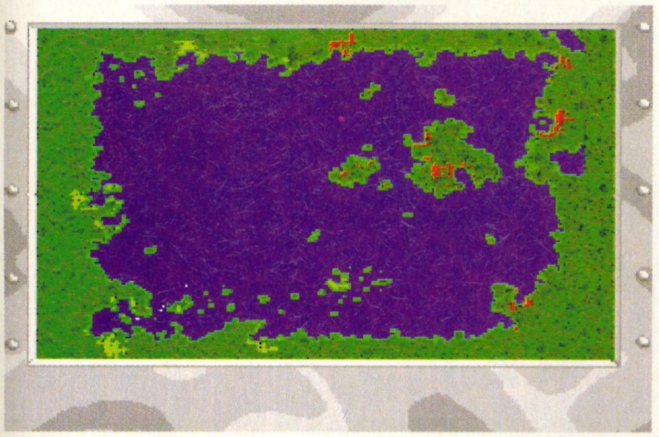
Torpedoes
18

◀ **The torpedo attack is certainly effective, but they have a limited range. Manoeuvring a ship to the correct range can be dangerous**

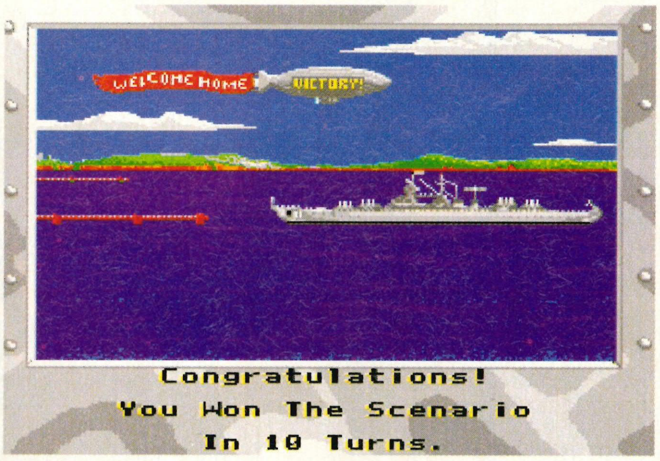


Targets Selected
8 To Detonate

BATTLESHIP

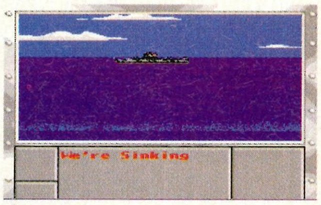


▲ **Can't figure your sextant from your stern?! Fear not – the satellite map will show you the position of your fleet in relation to the ocean**



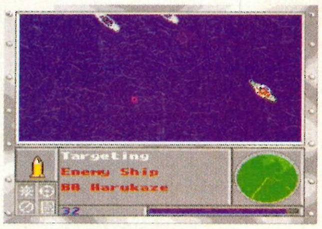
Congratulations!
You Won The Scenario
In 10 Turns.

▲ **All is not lost – they may have won the battle but victory shall be mine in the war**



We're Sinking

▲ **Another ship lost, but there's plenty more where that came from**



Targeting
Enemy Ship
BB Harukaze
32

▲ **Another enemy ship comes within range of my guns**

I SAW A SHIP IN SIGHT

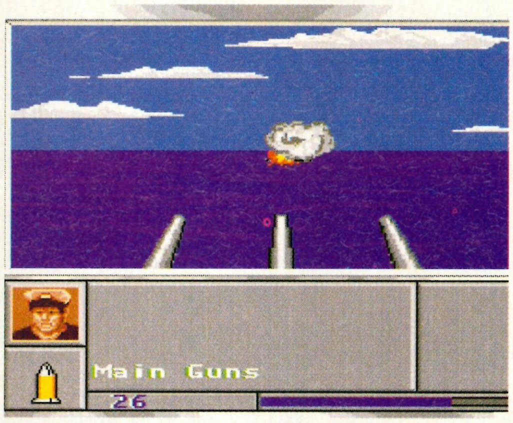
Super Battleship bears no resemblance to the game we all know and recognise. This is at best a very simplistic naval strategy game that is played over seven levels split into 16 missions. The missions range from simple search-and-destroy-the-enemy-battleship affairs, to large set-piece battles involving small PT attack craft, destroyers, cruisers and battleships. Each mission is split into a series of turns, with the number of turns being dependent on the size of task in hand. Each ship can be issued with a limited number of orders such as move, target enemy ship or simply remain in position.

Movement is very simple, with each ship permitted to steam ahead by only a limited number squares. In certain missions a little tactical thinking is called for, because the enemy fleet often far outnumbers the vessels of your own task force. The enemy forces also have the advantage of submarines, which have the ability to lay a few mines in the sea lanes. This is where the sonar comes in very handy – it will pick up any foreign bodies present in the water and relay the info back to your ship.

When enemy ships stray into the range of your guns, the time has come to enter combat mode. The naval duel sequences are presented from an arcade-type viewpoint. The enemy vessel will be visible on the horizon, along with the view of your main guns or alternatively your selected weapon which includes torpedoes, depth charges and guided missiles. The cross-hair of the chosen weapon is placed onto the enemy ship and you proceed to blow the thing from the water…or vice versa as the case usually seems to be!

Merchant Turn

▲ **The merchant fleet is the lifeline to the country. Without it the enemy could bring us to our knees. As such it is in need of protection**



Main Guns
26

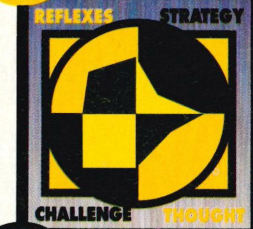
◀ **Direct hit on the ship. If we can keep up this rate of fire, this tub will on the bottom in no time**

IF SWALLOWED, DO NOT INDUCE VOMITING

A little confusion exists over the release of Super Battleship. Just what type of audience is Mindscape attempting to sell the game to? I would never dream of calling the game a specialist release, but naval strategy games are hardly run-of-the-mill stuff on any 16-bit console engine. The very young may find the strategy element and simplistic control system user-friendly, but older players will undoubtedly cringe at the bad graphics and limited strategy appeal. The lack of any real detail and depth (not to mention historical accuracy) will have any half-serious armchair sea dogs in fits of laughter as they observe submarines firing torpedoes from the stern and small PT launches sinking battleships and destroyers.

This is not a game I expect to do particularly well and indeed it may never even receive a European release, but just what is Mindscape playing at? From the heights of Knightmare and Captive, to Paperboy II and Super Battleship – how the mighty have fallen!

% RATINGS



PRESENTATION 40%
When have strategy games ever had anything flashy about them?

GRAPHICS 48%
The basic graphics do the job, but it's 1994 so we expect better than this. Very bad

SOUND 36%
The sounds of battle are well represented but the remainder of the game suffers

SHORT TERM PLAY 50%
A few of the missions can be completed quickly, but the idea is to win the war

LONG TERM PLAY 32%
Very simplistic and shallow. I can find nothing to support any long-term play

OVERALL 55
With little or no depth, the armchair strategist will bypass this. Other players will undoubtedly give it a wide berth mainly due to the subject matter

◀ **Ah, the good old days. A quick game of classic Battleship will do the trick before we head into the main game**

Silcox Island
Shore Battery
Firing

◀ **Friendly fire from the shore batteries are vital for damaging enemy ships before you can close in for the kill**

Blue Fleet Destroyed
Scenario Lost

▲ **Another battle lost. Look, there's a mermaid**

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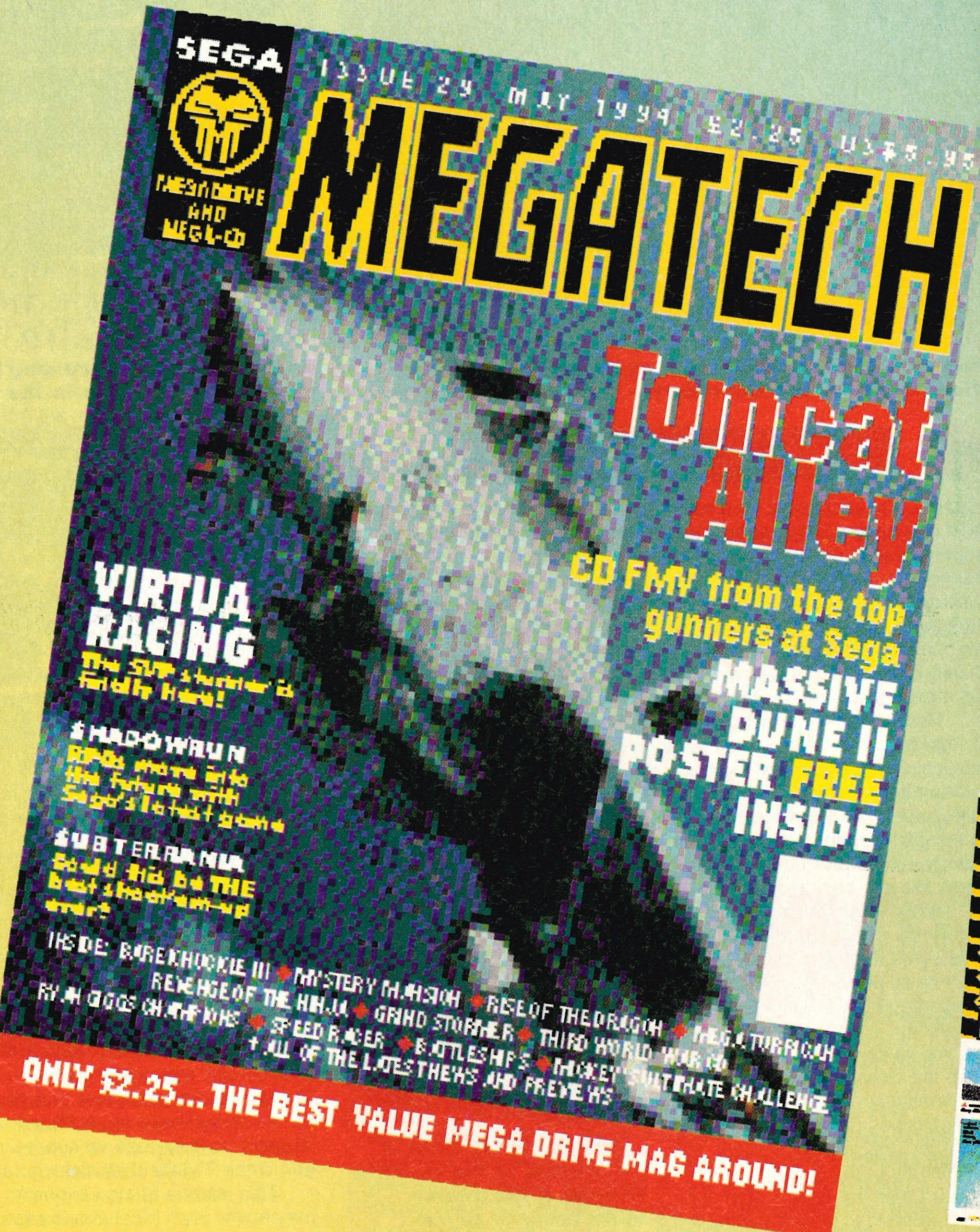

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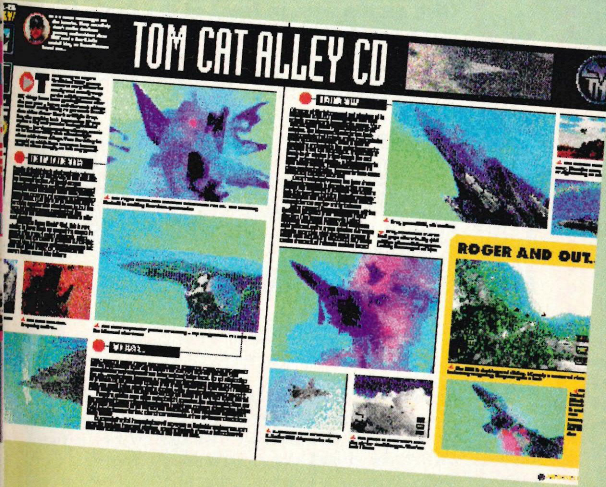

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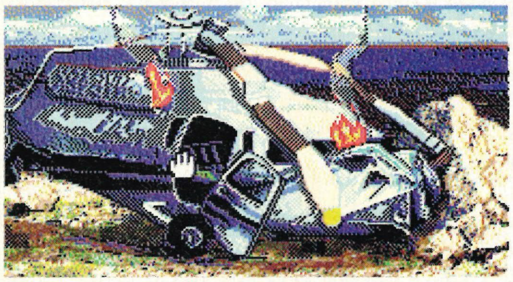
JURA

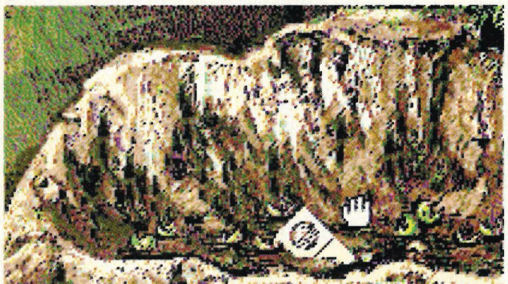
This game had us perplexed for quite a while, I can tell you. There we were faffing about, not really getting anywhere until we discovered this small hidey-hole containing an extremely useful item...and it all escalated from there. Now we've finally finished the game, we thought we'd give you lot a hand with this complex CD adventure. After all, if it confused us there must be plenty of you that are as stuck as we were! So sit back and prepare to be enlightened...

IN THE BEGINNING...

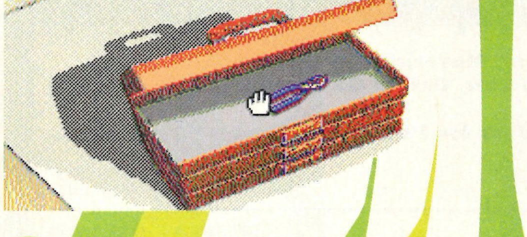
Once you've crash-landed on the island, pick up the STUN-GUN lying on the seat of the helicopter. Also, walk to the left and pick up the large ROCK lying on the floor. Go through the tunnel.



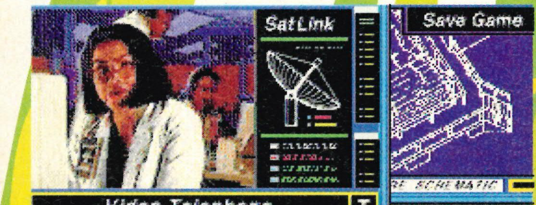
Emerging from the tunnel, go to the Compys video terminal and examine the small pit to the right of the terminal. Pick up the SECURITY CARD. Go down the main road.

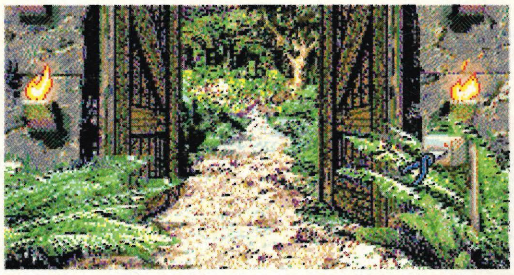


You are now outside the main gates to Jurassic Park. Enter through the gates to the Visitor Centre and once inside examine the red box immediately in front of you. Pick up the PLIERS and go up the stairs.

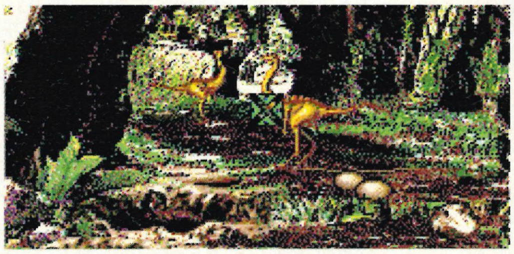


Using the SECURITY CARD, enter the first room and activate the computer inside – if you haven't sussed it out already, you will get an idea as to what your mission involves. Exit and go back to the main gates.

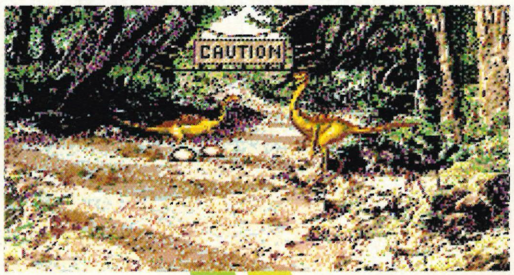




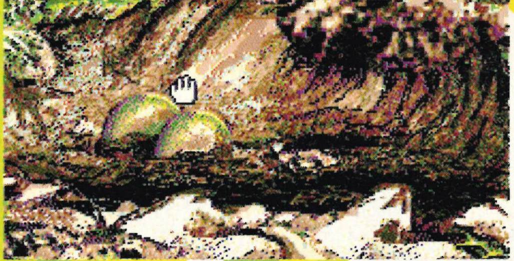
Back at the main gates, turn and face the massive construction. You will see a security box to the right of the gate and using the PLIERS on the box, collect the SECURITY CARD. Scroll the screen to the right and go down the path leading to the Dilophosaurus and Gallimimus pens.



Travelling down the path you will come across two Gallimimus guarding some eggs. Fire the STUN-GUN directly at them to scare them off and collect the EGGS and the ROCK. Scroll right and travel down the path.

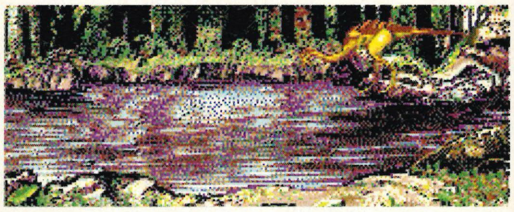


Again you will locate another two Gallimimus. To collect their eggs, push the tree to the left a couple of times and it will fall, scaring the creatures off. Collect the EGGS and follow the scampering dinosaurs in to a clearing.

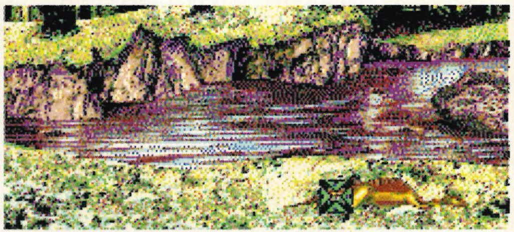


Examine the pit you come across and collect the EGGS, then scroll left until you see a Gallimimus on the far banks of a river.

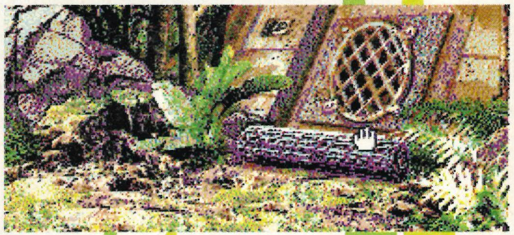
Look for a frog in the corner of the screen and shoot it with the STUN-GUN. The frog will then jump into the jaws of the dinosaur, which then runs off satisfied. Follow the fed dinosaur down the path.



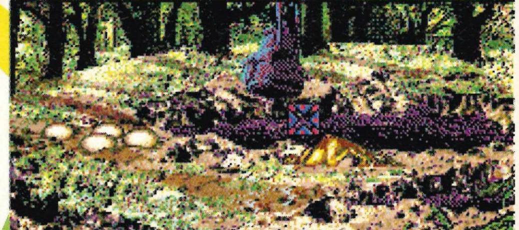
You will find yourself in a clearing where two Gallimimus are refreshing themselves at a watering-hole. Shoot the creatures with the STUN-GUN (hold the fire button down for a couple of seconds to charge the shot) and take the EGGS. Scroll left and locate a storm drain.



Click on the wire in front of the drain to move it out of the way and pick up the BOLT CUTTERS situated in the drain. Use the BOLT CUTTERS on the drain cover and climb inside. Again use the BOLT CUTTERS on the bolts to open the other end of the drain.

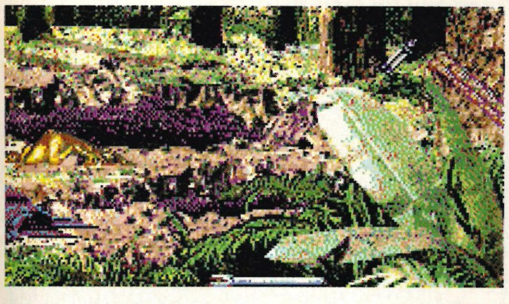


As soon as you emerge don't admire the scenery, instead power-up your STUN-GUN by keeping the button depressed for a few seconds and then shoot the Gallimimus that is kicking rocks at you. Turn to the right.

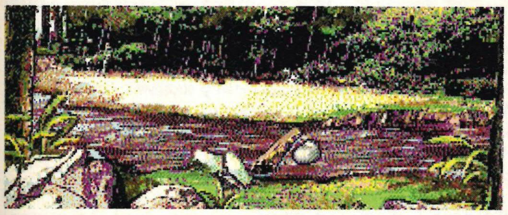


Use the BOLT CUTTERS on the rope holding the sack. The sack will fall and a WRENCH will tumble out. Turn right and exit down the path.

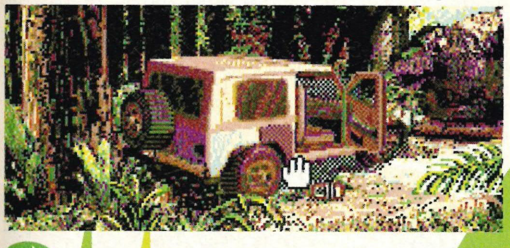
SSIC PARK



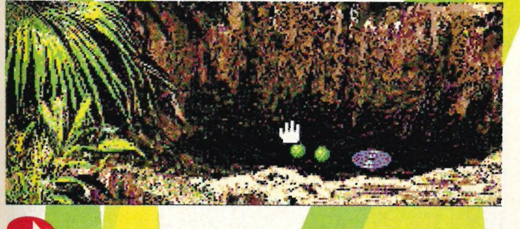
Face the river with the log floating on the surface. Now place a ROCK on the log to hold the driftwood steady, then cross the river.



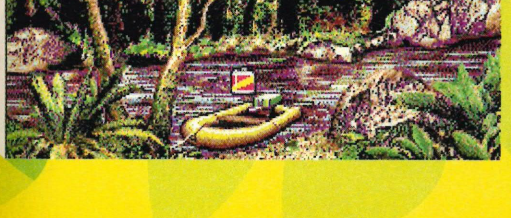
You will find yourself in a clearing with a group of spitting Dilophosaurus. Power-up the STUN-GUN again and shoot the dinosaurs. Next turn to a battered Jeep and open the door – a GAS CAN will fall out of the Jeep.



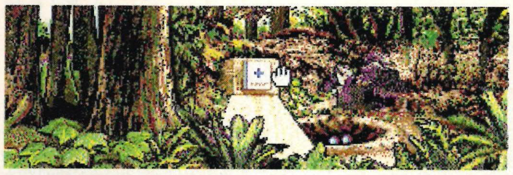
Watch for the Compy that jumps out of the Jeep, and then examine the pit in front of the car. Pick up the EGGS and the CD for the T-Rex video terminal.



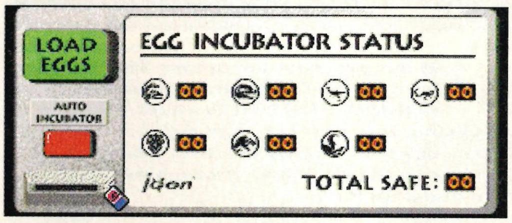
Turn and find the dinghy and use the GAS CAN with the dinghy's outboard motor. Click on the dinghy when the arrow appears and you will move up the river.



Dry land again and you are confronted by another group of Dilophosaurus which can be beaten using the STUN-GUN. Next take the MEDI-PACK to tend your wounds, not forgetting to pick up the EGGS as well. Now turn and quickly make your way back to the Visitor Centre.



TIME FOR A BREATHER



LOAD EGGS

AUTO INCUBATOR

EGG INCUBATOR STATUS

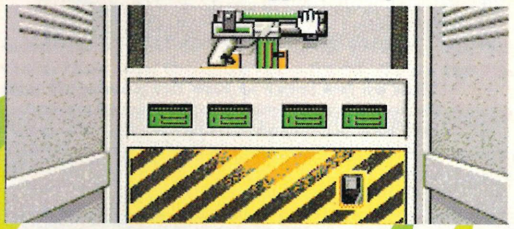
00 00 00 00

00 00 00

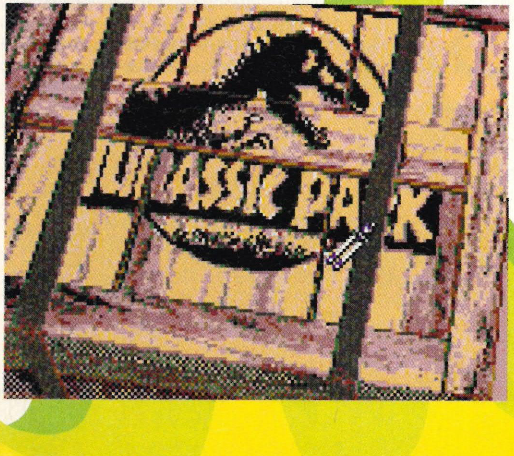
ikon

TOTAL SAFE: 00

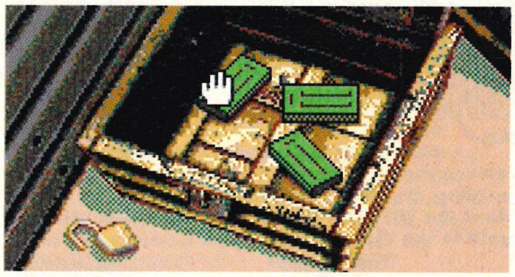
Back at the centre, go up the main flight of stairs and walk to the second door. Use the SECURITY CARD to open the door, enter the incubator room and again use the SECURITY CARD to open the incubator itself. Once inside click on LOAD EGGS to return the eggs to safety.



Open the cupboard in the room and pick up the TRANQUILLISER GUN and the CARTRIDGES. Enter the room next to the cupboard to find another MEDI-PACK. Go back out to the hallway and go through the first door by the top of the stairs using the other SECURITY CARD to check your messages – remember to save your game.



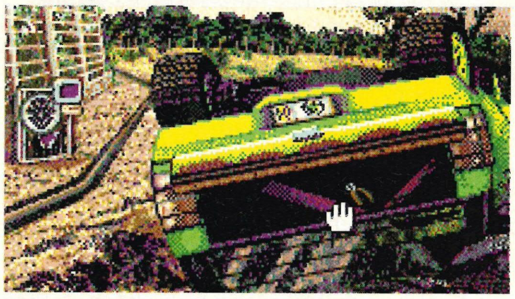
Back out in the hallway examine the stack of boxes, use the BOLT CUTTERS to retrieve the MOTION DETECTOR. Go down the stairs.



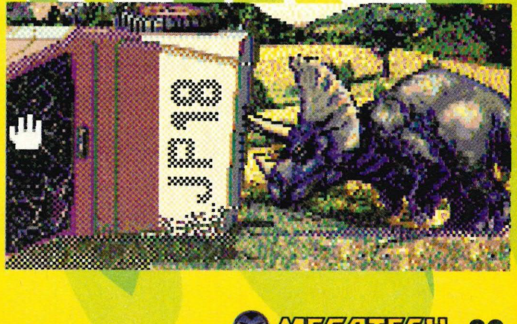
At the bottom of the stairs on the right-hand side you will see a locked box – again use the BOLT CUTTERS to open the container. Pick up the CARTRIDGES for the TRANQUILLISER GUN. Leave the centre.

BACK IN THE UNDERBRUSH...

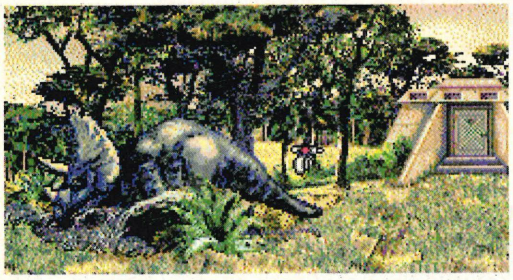
Take the path leading to the T-Rex pen. You will come across an abandoned Jeep next to a crossroads and you will find some WIRE CUTTERS in the boot. Head towards the Triceratops enclosure.



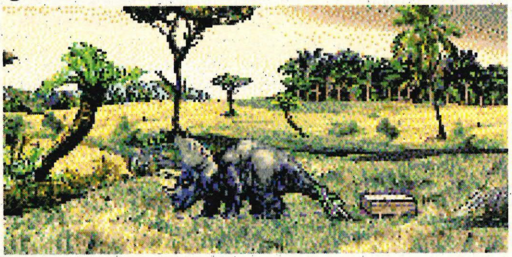
First you will reach a mother and baby Triceratops in a clearing, but progress on further until you find a battered Jeep and an unconscious dinosaur. Move the cursor over the Jeep's windscreen and beep the vehicle's horn. At this point a Triceratops will charge at the Jeep – as soon as it turns to face you, quickly hit the horn again. Items will fall from the Jeep but do not pick them up yet, instead hit the horn again to distract the Triceratops and this time when it head-butts the Jeep the bonnet will fall off, scaring the creature for an instant. Pick up the CROWBAR, the INJECTOR and the TRICERATOPS CD.



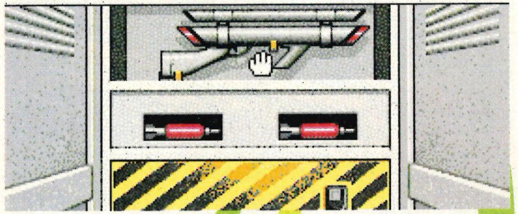
Be very quick picking up the objects and then use the **INJECTOR** on the sick dinosaur – if you take too long the angry dinosaur will charge at you, killing you instantly. As soon as you help the sick creature the other Triceratops refrains from attacking you further. Go back to the mother and baby dinosaurs up the path.



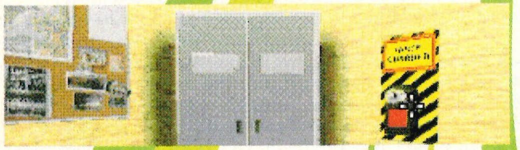
Examine the tree and collect some of its **BRANCHES** on the left-hand side. Give the **BRANCHES** to the baby Triceratops – the creature then moves away from the box it is guarding. Use the **CROWBAR** to open the box and collect the **TRICERATOPS SWIPE CARD**. Now return again to the Visitor Centre.



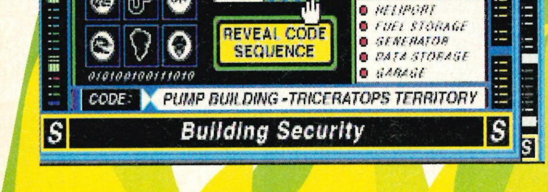
Once back at the Centre, go up the stairs and use the **SWIPE CARD** on the very last door you come to. You are now in Muldoon's office where you will find a **GAS GUN** and **TWO CAPSULES** in the cabinet. Use the **SWIPE CARD** on the smaller compartment in the cabinet and pick up the **NIGHT-VISION GOGGLES**.



Enter the room next to the cabinet and pick up the **STUN-GUN RECHARGER**. Return to the main room.



Search around for the computer terminal but don't log-on just yet, instead insert the **TRICERATOPS CD** in to the drive located beside the computer. Write down the **TRICERATOPS SECURITY CODE** that you are given.

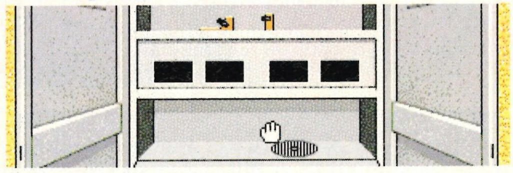


DOORS:
ON-LINE:
○ PUMP BUILDING
OFF-LINE:
● HELIPORT
● FUEL STORAGE
● GENERATOR
● DATA STORAGE
● GARAGE

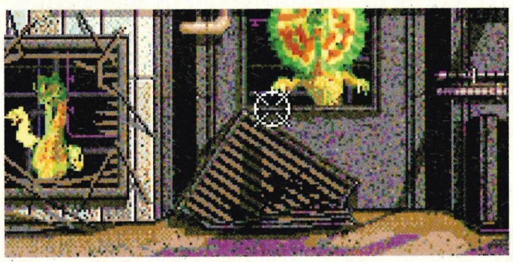
CODE: PUMP BUILDING -TRICERATOPS TERRITORY

Building Security

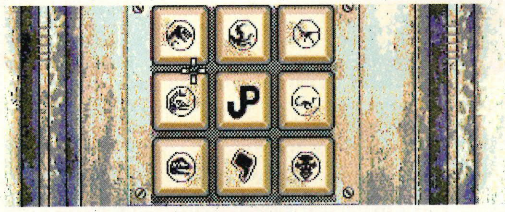
Go back to the incubator room and take another look at the cabinet. You will be able to open the smaller compartment using the **SWIPE CARD**. Pick up the **BRACHIOSAURUS CD**. Leave the Centre and head for the generator hut where you cured the sick Triceratops.



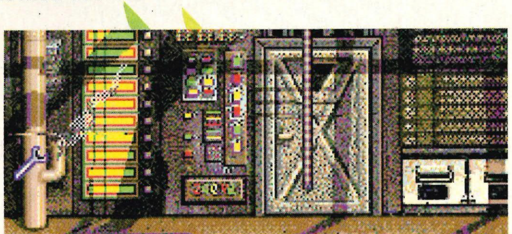
MAKING STEADY PROGRESS...



At the generator hut use the **SWIPE CARD** to enter and immediately select the **TRANQUILLISER GUN** to attack the three Dilophosaurus to your left. Turn right and face the lockers, opening the third one first. Also, pick up the object inside the locker although we haven't got a clue what it is!

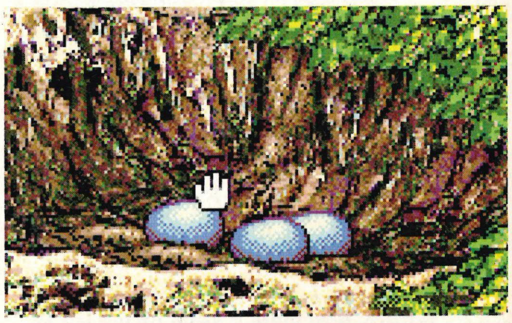


Click on the lever to turn the power off and then open the second locker. Inside you will find a computer keypad – use the code you were given in Muldoon's office to open a locked door.



Turn right and use the **WRENCH** on the burst pipe, then go through the door on your left which is now open thanks to the code. Sit back and watch the FMV...

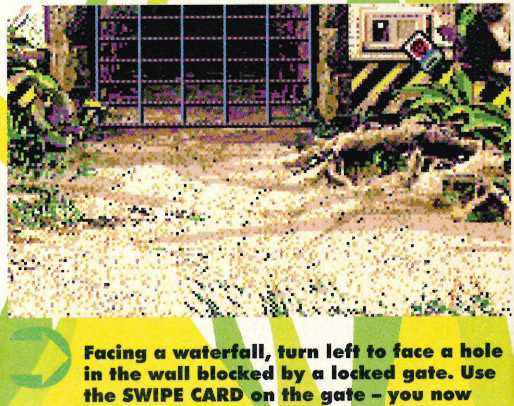
You now find yourself in a clearing where a Triceratops is lurking behind a boulder. Pick up the small **ROCK** and turn right to face a Triceratops confronting a Gallimimus. You'll notice that when the Triceratops diverts its attention from its opponent, the Gallimimus runs up and steals an egg. At exactly the same time as the Gallimimus ducks its head down to steal an egg, shoot it with the **STUN-GUN** on full power. The egg flies out of the creature's mouth towards you, allowing you to pick the **EGG** up. Now turn left and quickly return down the hole before the angry Triceratops charges you.



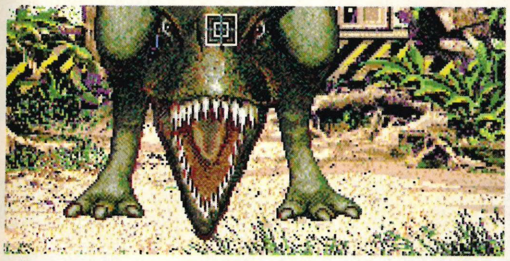
Get your hiking-boots on now and head off towards the Brachiosaurus enclosure which you came across immediately after crashing on the island. Insert the **BRACHIOSAURUS CD** in to the terminal and sit back and watch the FMV. At the end of the showing a loud Brachiosaurus call causes the surrounding creatures to stampede leaving an **EGG** for you to pick up. Head back to the Visitor Centre where you can put the eggs in the incubator and save your game.

THINGS ARE GETTING ROUGH...

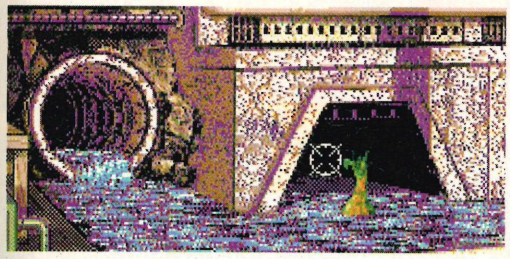
Head towards the T-Rex pen and turn to face the wire (if you want you can insert the **T-REX CD** in to the terminal to see some interesting facts about the creature). Use the **BOLT CUTTERS** on the wire and enter the pen.



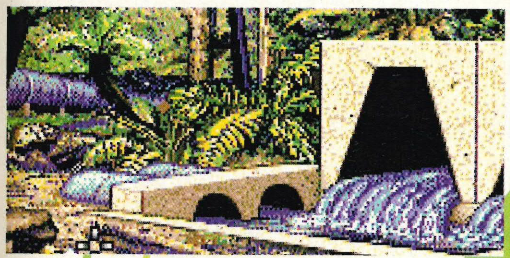
Facing a waterfall, turn left to face a hole in the wall blocked by a locked gate. Use the **SWIPE CARD** on the gate – you now have about 30 seconds to prepare yourself.



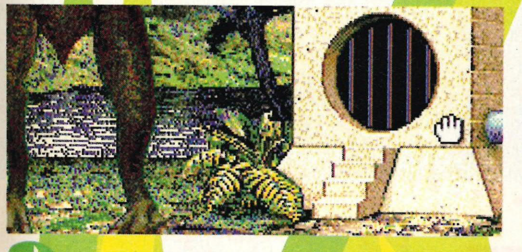
Have your GAS GUN at the ready and when the countdown reaches 10 seconds, try not to scare yourself silly as the T-Rex jumps in front of you, but instead wait until the computer voice says "Gate opening now". At this point aim between the T-Rex's eyes and fire. His head will recoil – wait until he lowers his head and then fire again, running very quickly through his legs and into the tunnel when his head recoils. Don't mess this up, because you only have two gas canisters.



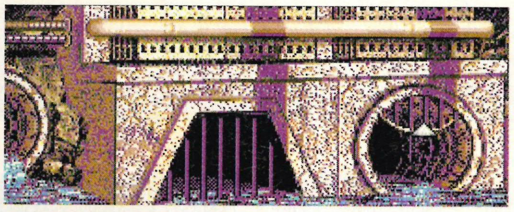
Head through the tunnel, disposing of the Dilophosaurus with the STUN-GUN as you go. Search for a box with two buttons which will open two gates, but as soon as the gates open a Dilophosaurus runs out of the triangular-shaped tunnel. Use the TRANQUILLISER to stop it in its tracks. Head down that tunnel (not the round tunnel), but do all of this quickly or the T-Rex comes up from behind you and eats you!



You emerge from the tunnel standing by a river. Scroll 360 degrees to find the BEAR HORN and the T-Rex EGGS. The T-Rex attacks you again for invading its privacy.



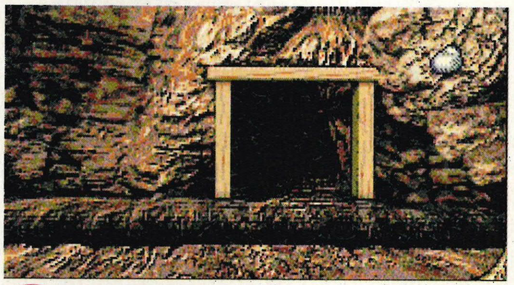
Scroll back to the tunnel entrance and wait for the T-Rex to catch up with you. At this point open the gate using the button – the gate will stick and the noise will attract the creature's attention. The T-Rex will charge the gate and then face you again. As soon as your eyes meet his, push the button again making the T-Rex destroy the gate entirely. Now use the BEAR HORN to scare the T-Rex off for a short while, giving you enough time to get back into the tunnel.



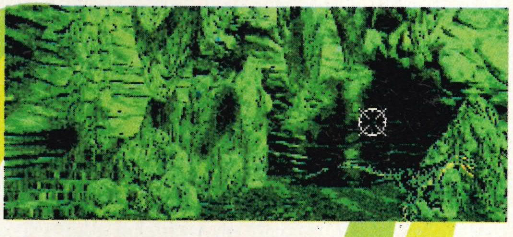
Proceed back through the tunnel with your TRANQUILLISER at the ready, watching out for the Dilophosaurus as you go. Now enter the round tunnel and make your way back to the Visitor Centre where you can return the eggs to safety and save your game again.

BUT IT GETS WORSE STILL...

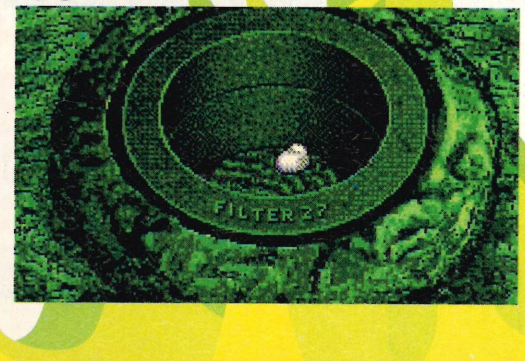
Outside the main Jurassic Park gates, head off towards the Raptor pen which is down the path on the right. Keep heading down the path (you can watch the FMV on the terminal if you wish) until you reach a cave entrance blocked by a gaping hole in the floor. Turn right and pick up the ROCK, then turn to face the cave – you now have three rocks. Throw two ROCKS at the large boulder to the right of the cave entrance, which will cause the boulders to come crashing down to form a causeway.



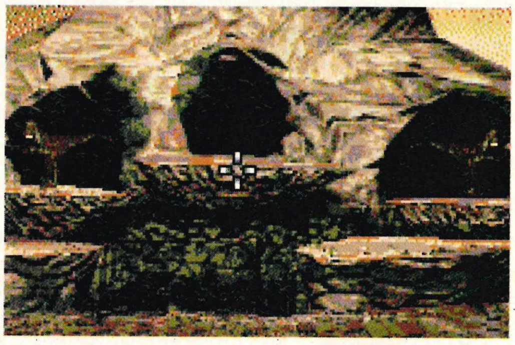
As soon as you enter the cave you'll need your NIGHT VISION GOGGLES as well as the TRANQUILLISER. Turn to the right immediately and shoot the Raptor with a couple of shots, then scan the area for a ROCK. Go up the rock steps.



On the second level you will find a large stone circle. Throw all your ROCKS in to the hole, causing the water to rise and therefore allowing you to obtain a RAPTOR CARD. Get ready with the TRANQUILLISER and quickly turn to the left to catch the approaching Raptor. Look for an arrow icon and proceed out in to the daylight.



You are facing some cave entrances, all of which have Raptors charging out of them at high speeds. Quickly arm yourself with the STUN-GUN and shoot each Raptor will a full-power shot as it leaps over the trench in the ground.



Remembering to act quickly, turn to the left and find the locked door. Use the RAPTOR CARD to open it. Again you will hear a 30-second countdown, so until the door opens keep defending yourself against the Raptors.

As soon as the door opens make a wild dash through and get ready to defend yourself against another two Raptors. Now look for another stone circle and click on it – you'll notice that it is a tunnel blocked by a grate. Remember to do all this as quickly as possible. Turn and defend yourself against yet more Raptors and when you have got rid of this little lot pick up the EGGS. Turn and use the CROWBAR on the grate and get in the tunnel as fast as your little legs will carry you.

You now find yourself outside in the fresh air, standing next to the video terminal. Use the STUN-GUN on the Compys to scare them away and then collect the EGGS in the nest. At last! Now return to the Visitor Centre yet again and save your game...it's not over yet.

I CAN'T TAKE ANY MORE...

Head back out to the Gallimimus enclosure where you offered the frog to the Galli for a light snack before dinner. Instead of dinosaurs you now find a new threat – a band of gunmen from Bio-Sim. Arm yourself with the TRANQUILLISER.

It takes quite a lot of shots to kill the gunmen so don't panic when one shot doesn't do the job. Take out the girl first and then kill the guy with the rifle next.

As soon as he goes down, spin round and kill the diver that emerges from the water.

Quickly spin round again so you are back where you started and shoot the last gunman who is armed with a shotgun. He moves around the screen quite a bit, so you will have to aim carefully so as not to waste any tranquilliser darts.

To finish the game, simply click on the helicopter in the neighbouring field and that's it! Congratulations, you did it.

Prince of Persia has been around for ages, but has only just appeared on the Mega Drive recently. Let's face it – it's pretty hard, isn't it? The following pages show the solution to the last two levels of the game which feature every possible trap you could encounter.

PRINCE

1 This is where you start off

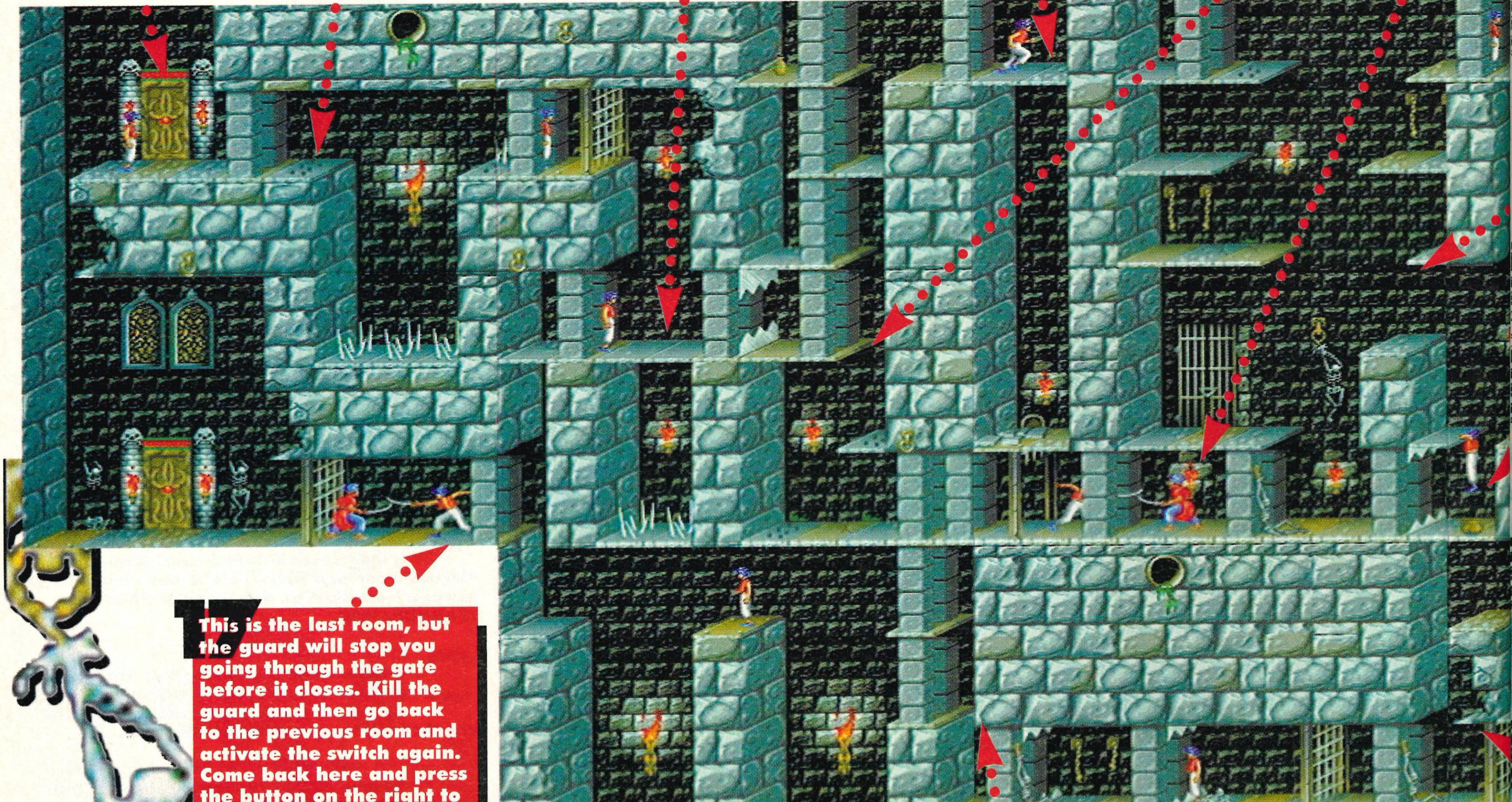
2 Slowly walk to the right, past the spikes and to the edge of the ledge. Jump across the gap and quickly press Up and A so that you grab hold of the ledge on the opposite side. Pull yourself up and go though the gate on the left

3 Lower yourself down and immediately turn around and jump over the next few tiles. This will result in you standing close to a set of blades. Step through them when they are closed and you won't get hurt

4 Climb all the way up and run across this tile, which will fall down and land on a switch. Now work your way back a little bit

5 Lower yourself down here to avoid the spikes

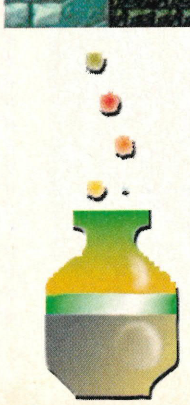
6 There is a bloke here but he is easy to kill. If he hits you, drink the potion above him



16 After the two sets of blades, go right and climb up to the top. Jump across onto the switch and then jump onto the next platform and climb up to the left

17 This is the last room, but the guard will stop you going through the gate before it closes. Kill the guard and then go back to the previous room and activate the switch again. Come back here and press the button on the right to open the exit.

Congratulations, yes you've done it! It's time to go onto the final level...

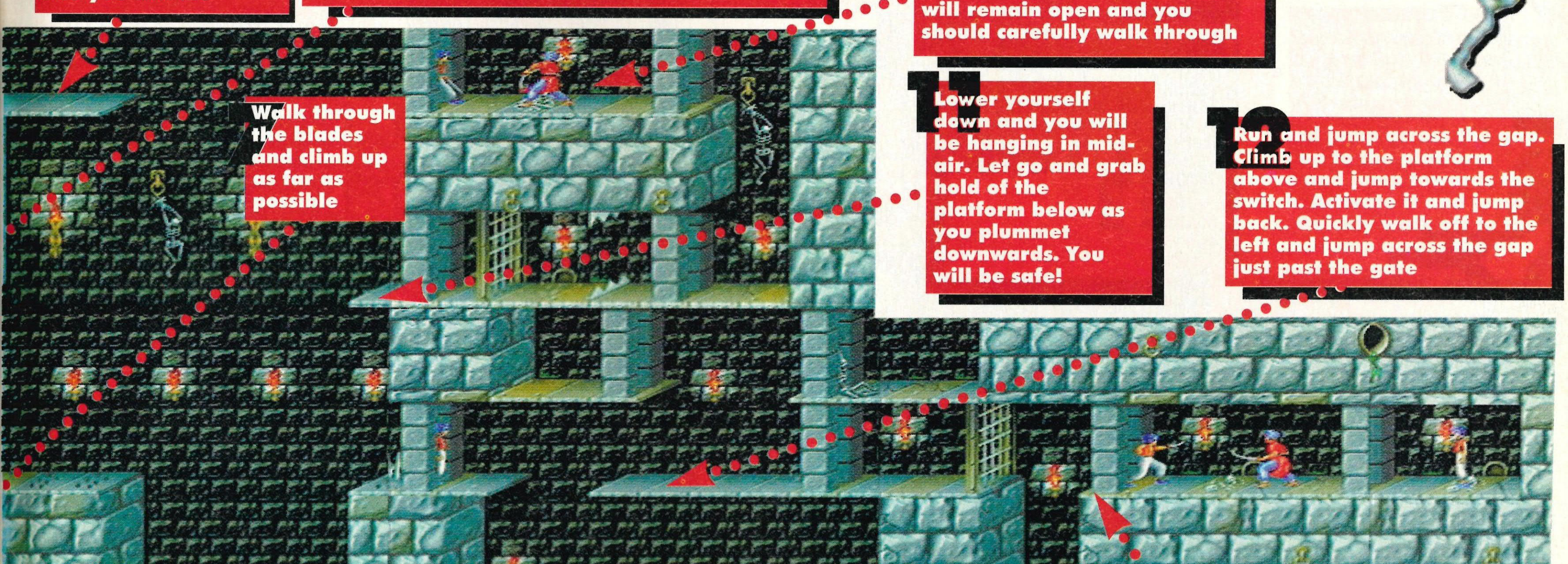


OF PERSIA

9 Run across these and leap all the way across to the other side of the screen. This jump must be pixel-perfect or else you will die

8 Stand on the edge and jump off, making sure you press Up and A to grab hold of the ledge on the other side. When you pull yourself up, jump and grab hold of the ledge above you and let go again. It will fall down. Now climb up again and jump straight up to dislodge the tile above your head. When this falls you can climb right up to the top and jump across the large gap

10 Sort this bloke out with a few sword slashes and then lower yourself down the hole. Activate the switch on the right and walk close to the blades. Jump through so that you don't touch the next switch. The door will remain open and you should carefully walk through



7 Walk through the blades and climb up as far as possible

11 Lower yourself down and you will be hanging in mid-air. Let go and grab hold of the platform below as you plummet downwards. You will be safe!

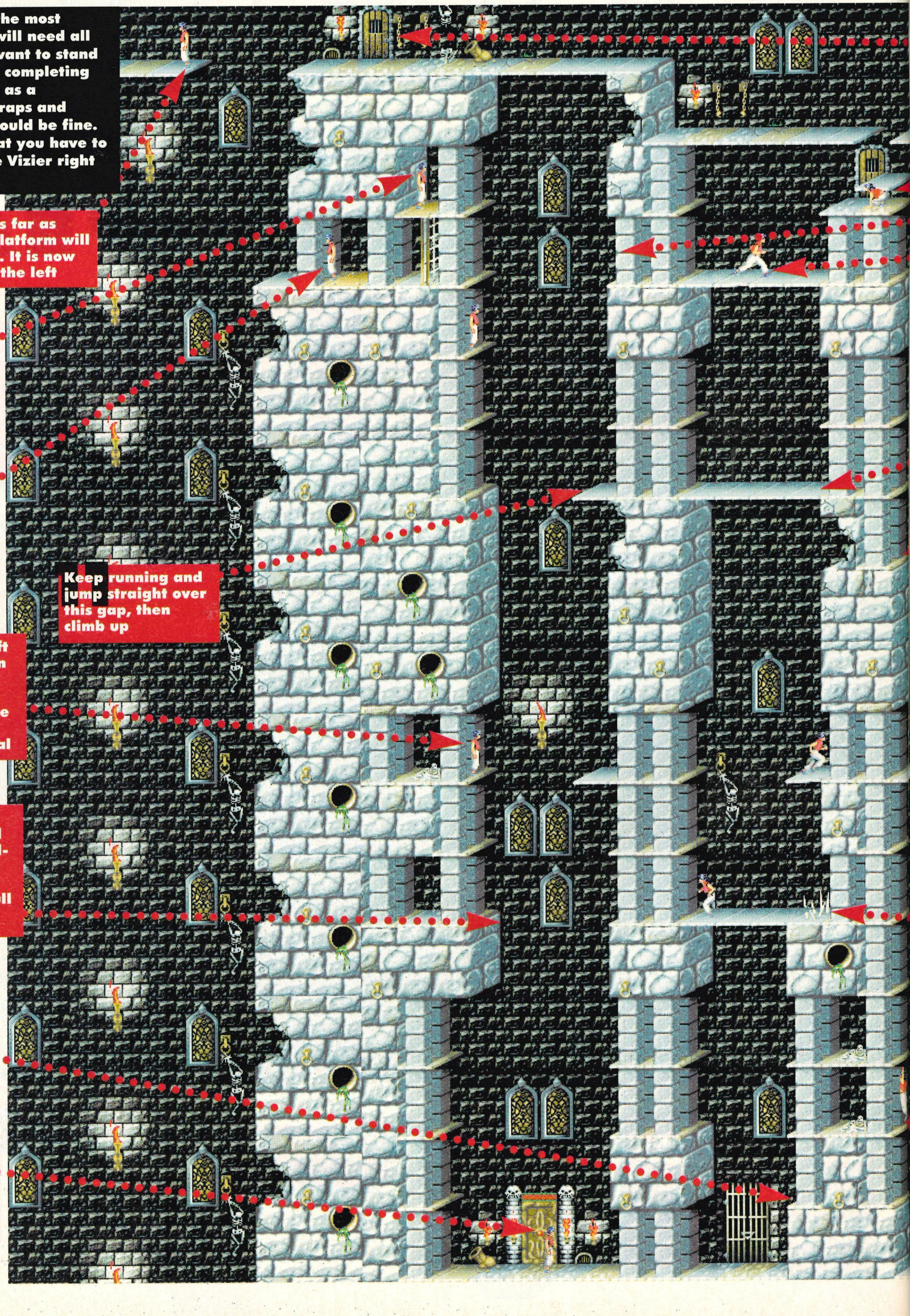
12 Run and jump across the gap. Climb up to the platform above and jump towards the switch. Activate it and jump back. Quickly walk off to the left and jump across the gap just past the gate

15 Climb up over the gate and lower yourself down the other side. Activate the switch and the gate behind you will open. Run through, jump over the first switch and land on the second. This will open the next gate. Now run back avoiding the first switch again

14 There is another bloke to deal with here

13 A bad guy will attack – sort him out and then lower yourself down the gap, right to the bottom. Then run left, making sure you only pick up the first potion and not the second

This is the last level and is the most challenging of the lot. You will need all your wits about you if you want to stand even the slightest chance of completing the game. Just use this map as a reference to where all the traps and tricky jumps are and you should be fine. There is only one person that you have to fight against and that is the Vizier right at the end. Good luck!



13 If you run left and jump as far as possible into oblivion, a platform will appear beneath your feet. It is now safe to run all the way to the left

12 Activate this switch right at the top and then go down a level and run through the gate

10 Quickly turn around and start running to the right. As soon as you go onto the next screen, jump and grab hold of the ledge on the other side

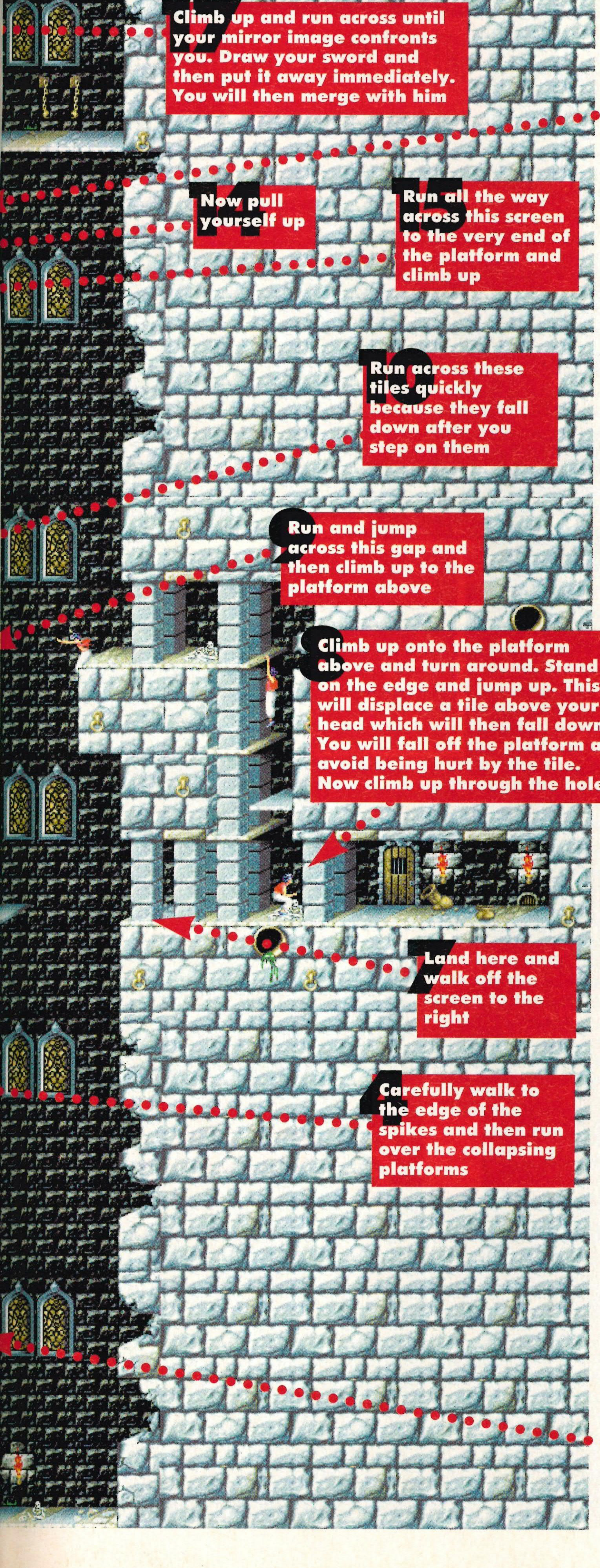
11 Keep running and jump straight over this gap, then climb up

6 Stand here and run left into the wall. Now turn around and jump like you've never jumped before. There are three big gaps to cross, so good timing is essential

5 Jump when you reach here and press Up and A while you are in mid-air. Hopefully you will just catch hold of the next platform. Now pull yourself up

2 Walk off to the right, jump up the wall and up again onto the next platform

1 This is where you start off. Welcome to the final level!



3 Walk carefully to the edge and turn round. Now climb straight up three levels

4 Carefully walk to the edge of the spikes and then run over the collapsing platforms

7 Land here and walk off the screen to the right

8 Climb up onto the platform above and turn around. Stand on the edge and jump up. This will displace a tile above your head which will then fall down. You will fall off the platform and avoid being hurt by the tile. Now climb up through the hole

9 Run and jump across this gap and then climb up to the platform above

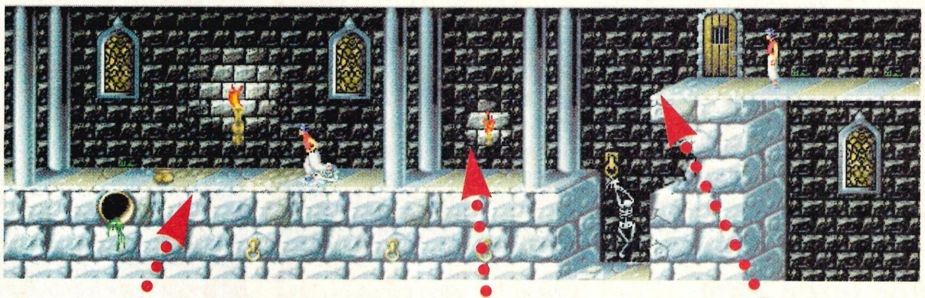
10 Run across these tiles quickly because they fall down after you step on them

14 Now pull yourself up

15 Run all the way across this screen to the very end of the platform and climb up

16 Stand underneath this tile and jump up, making sure you are facing left. As you land, press Down and you will duck underneath the falling tile. Now turn around and climb up through the hole on the right-hand side. Walk a few paces right and then run and jump all the way to the left

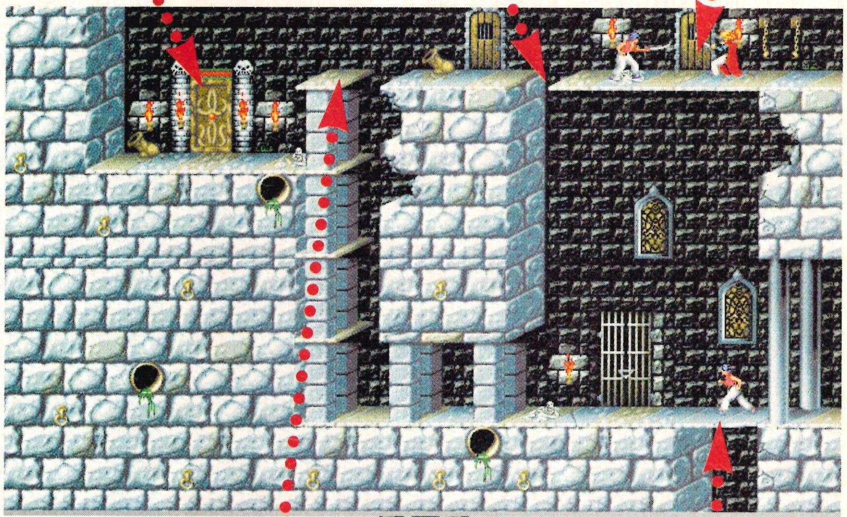
17 Climb up and run across until your mirror image confronts you. Draw your sword and then put it away immediately. You will then merge with him



20 Jump off to the left here

21 This is a restart point. From now on if you die you will start here, which is right near the end of the entire game

22 Not much is going on here, so just keep on running



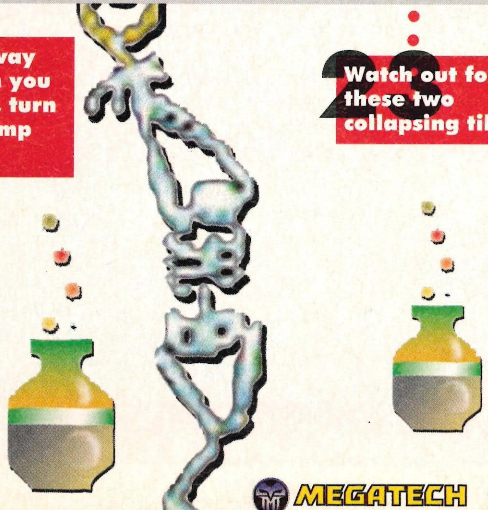
23 Watch out for these two collapsing tiles

24 Climb all the way up here. When you are at the top, turn around and jump over the gap

25 There is a loose tile here as well

26 This is it – the final confrontation. Can you defeat the Grand Vizier? When he eventually dies just walk back to the left, avoiding the two holes

27 Come here to the exit and press Up to finish the level. You can now rescue the princess simply by opening a few gates and running all the way to the left. If you get this far then congratulations are in order because you've finished the game!



TECHNIQUE ZONE

"Don't push so hard," said the chicken on the slab, "there's only so much stuffing one bird can take in an evening!". Then a crack was heard from above, and the ceiling fell through cascading a river of water in to the cooking pot, along with Sherilyn Fenn's sister (who is sadly not as nice as the starlette) who was taking a bath in the room above. "Cor love a duck," shouts Shazza's sister. "Will a chicken do?" retorts the suffering bird. "No, but I will read a copy of MegaTech," was the reply. And so it was that MegaTech became a legend in Cricklewood (for Hollywood was too expensive) and the chicken got too much stuffing (but still he came back for seconds). Oh fame. Oh fortune. Oh desire. Oh shit, I lost my watch in the chicken. (Allie's finally cracked then? – Ed.)

TOEJAM & EARL

(Cue rapturous applause) And here by popular demand we have...(drum roll)...the ToeJam & Earl codes. Yeah, woo, woo! There's quite a funny story behind how these arrived in the office, it was quite unfeasible. Well, there was this bloke called Lee Browne who, funnily enough, lives in Great Yarmouth of all places. Anyway, he played ToeJam & Earl (would you believe it, cor the things people do!) and wrote down all these strange codes, none of which make any sense. Then he put them in and envelope and sent them to us – what a complete wally!

1 - VYJ211A9R80X
2 - VDY8EZ-97K0-
3 - PWW2Z1QYR10!
4 - PFAL1H64991X
5 - VYAF5HJLZJ93
6 - PHYLZHDAV++7
7 - V!XLEHD3K19H

LANDSTALKER

Oh dear Lloydy, looks like someone's moaning about your beloved Landstalker players' guide. My God, look at the expletives they're using, you're not a popular bunny today, Mr Howe. I think therefore, you'll be needing this P45...ha ha, only joking! Had you worried though (it's amazing that someone can go quite that white!). Actually, Gareth Martin is offering a few tips that you carelessly missed in your guide.

After completing the shrine and receiving the axe magic, go to Massan and cut down the sacred trees near the mayor's house. When you enter the cave behind the trees you will find a mini dungeon – crack it and you'll get lifestock, Dahl and fireproof boots.

When you've done this, go to Mercator and find Arthur (who is in the palace) and he'll give you a casino ticket. Drop down the well near the palace and you'll find a casino in which you can make pots and pots of cash!

Also, at the start of the game when you get to Mercator and Friday starts rambling on about her home village, go to the bottom right-hand corner and drop down to find the Twinkle Village and Eke-Eke.

Big thanks and hugs for this, Gareth. I'll have to reprimand Lloyd in the broom cupboard with the really coarse brush (and maybe the feather duster) for not spotting this little lot!

ETERNAL CHAMPIONS

This month we pay homage to two fine, upstanding young whipper-snappers from Clacton-on-Sea. Oh great and mighty Jonathon French and Gary Henshaw, how we admire your superb gamesplaying skills. For you have discovered some superbly amazing death moves similar to the ones in Mortal Kombat, hidden carefully within the equally superb Eternal Champions. We love you we do, we love you we do, we love you we do, oh laddies we love yooooo!

These death moves depend not on your character, but rather on the background. Here is how you execute them:

BLADE: Throw your opponent from the right-hand side of the screen into the bottom right-hand corner of the fan.

JETTA: Throw your opponent from the right-hand pole (first from the centre) to the left.

LARCEN: Throw your opponent from the right-hand door to the left-hand door.

MIDKNIGHT: Kick your opponent from the left-hand door (first from the centre).

RAX: Throw your opponent from the statue in the centre of the arena to the left.

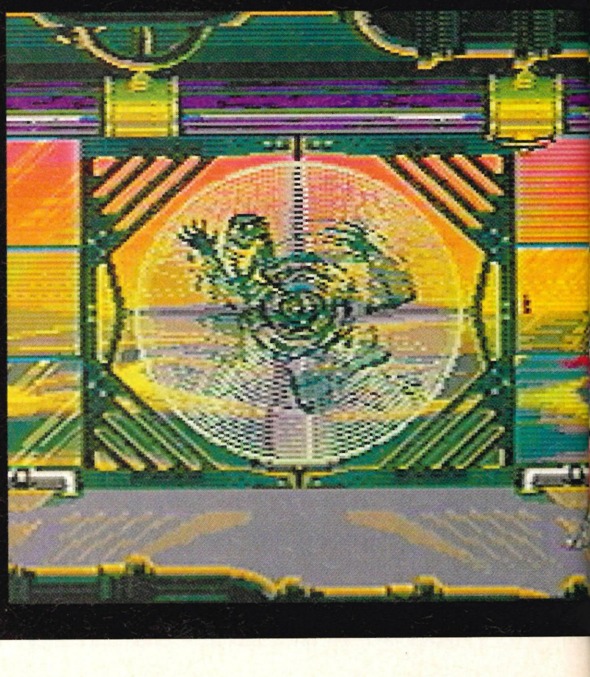
SHADOW: Just right of the centre is a post (in the foreground), throw your opponent from this post to the left.

SLASH: Corner your opponent in the far-left of the screen and kick him (or her) to the left, making sure you aren't standing too close to the left yourself.

TRIDENT: Throw your opponent from the left to land right in front of the statue.

XAVIER: Throw your opponent from the left to bounce just before they reach the stake in the centre of the screen.

As the lads say, these moves are decidedly tricky and will take a lot of timing and precision to get them to work, but THEY DO WORK and are they smart?! This is probably one of the best tips we've ever had in – it kept us enthralled with the game (much to our production editor's annoyance!). Cheers lads, you are both complete stars and for your efforts we have put a copy of EA's Virtual Pinball in the post for you. Big kisses, big hugs...



MUTANT LEAGUE FOOTBALL

Again those lads from Clacton-On-Sea have been working away through the night, forsaking their homework just to bring us a full collection of Mutant League Football codes. These codes have (or so the lads tell us) been obtained with the reserves option switched OFF, but all the codes will find every player fit and well. Hurrah!

Here is the list and boy does it go on, and on, and on, and on...

WAR SLAMMERS:
DC1111111L
DC5111111G
DCF111111B
DCK1111112

MISFIT DEMONS:
JM11111112
JM5111111B
JMF111111G
JMK111111L

DARKSTAR DRAGONS:
FM1111111C
FM51111113
FMF111111M
FMK111111H

DEATHSKIN RAZORS:
1C1111111C
1C51111113
1CF111111M
1CK111111H

MIDWAY MONSTERS:
351111111C
3551111113
35F111111M
35K111111H

SLAYCITY SLAYERS:
LM11111111
LM51111114
LMF111111D
LMK111111J

TERMINATOR TROLZ:
MH11111115
MH51111111
MHF111111K
MHK111111F

TURBO TECHNIES:
NM1111111Z
NM5111111Z
NMF111111V
NMK111111Q

PSYCHO SLASHERS:
GM11111114
GM51111111
GMF111111J
GMK111111D

RAD ROCKERS:
531111111C
5351111113
53F111111M
53K111111H

VILE VULGARS:
4C11111112
4C5111111B
4CF111111G
4CK111111L

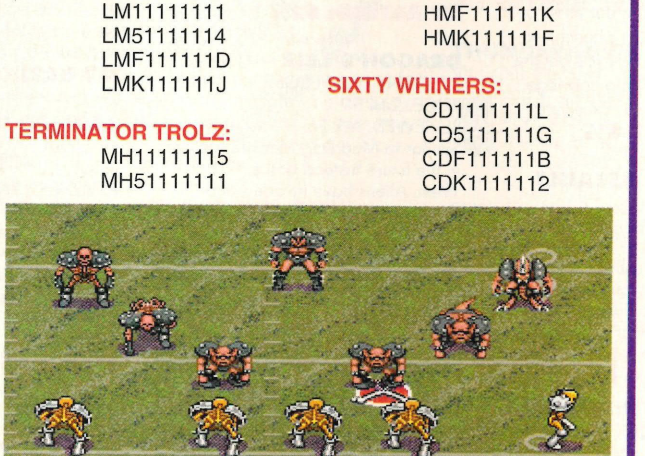
ICEBAY BASHERS:
2C11111114
2C51111111
2CF111111J
2CK111111D

SCREAMING EVILS:
KH1111111C
KH51111113
KHF111111M
KHK111111H

ROAD WARRIORS:
BC11111111
BC51111114
BCF111111D
BCK111111J

KILLER KONVICTS:
HM11111115
HM51111111
HMF111111K
HMK111111F

SIXTY WHINERS:
CD1111111L
CD5111111G
CDF111111B
CDK1111112



ZOMBIES ATE MY NEIGHBOURS

Talking of stupid adverts, has anyone seen that really crap one on MTV for Yoggi yoghurt? The one with the really ancient, 1970's music and haircuts. Oh ha, ha! How funny – actually how bloody annoying is it. PLEASE GET A HAIRCUT, PLEASE GET SOME FASHION SENSE AND PLEASE COVER UP THOSE HORRIBLY SAGGY BARE BOTTOMS. Arrrgghhhh!

Jimmy Young (pah!) from Dudley knows just how much I am a-suffering and to console (oh deary me!) me has sent me all these lovely codes for Zombies. Oh woe is me and my door knocker.

LEVEL FIVE - VYZV
LEVEL NINE - NBRT
LEVEL 13 - LCFJ
LEVEL 17 - BMLK
LEVEL 21 - PQBR
LEVEL 25 - QLNK
LEVEL 29 - QNKR
LEVEL 33 - SDHM
LEVEL 37 - BKVR
LEVEL 41 - BZPM
LEVEL 45 - VNYQ

SPECIAL BONUS VICTIM LEVELS:
LEVEL FIVE - RYZJ
LEVEL NINE - RBRC
LEVEL 13 - QCFM
LEVEL 17 - JCFM
LEVEL 21 - TMLD
LEVEL 25 - VQBB

SPECIAL END OF CREDITS LEVEL:
QSDZ

If you need more skeleton keys for the later levels, use the red potion bottles to change into a monster and bash all the Snakeoids. Now pick up all the keys.

17185
467
3
4

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GAME INDEX

Welcome to the MegaTech Game Index, the ultimate buyers' guide for Mega Drive and Mega-CD games. We've trimmed off most of the fatty games, leaving just the leanest examples to give you a balanced gaming diet. So don't get fat, get fit!

By the way, the high scores will be back in a different guise and the entry form is directly below. See it? Good...

NAME:
ADDRESS:
GAME:
DIFFICULTY SETTING:
LEVEL:
SCORE:

GAME:
DIFFICULTY SETTING:
LEVEL:
SCORE:

MEGA-CD GAMES

Disc games, official and unofficial here revealed. Backward writing already enough of this. Forward gear engage...

BATMAN RETURNS

BY SEGA
PRICE: £44.99
REVIEWED: MT 19

The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!

MT RATING: 94%

BLACK HOLE ASSAULT

BY SEGA
PRICE: £39.99
REVIEWED: MT 14

One or two-player robot beat'em-up with fast action and quite good clanking sound FX. Cyborg Justice is better though and that's only a 4 meg cart.

MT RATING: 61%

CHUCK ROCK II: SON OF CHUCK

BY: CORE
PRICE: £44.99
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is to bash the baddies in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

MT RATING: 86%

CLIFFHANGER

BY: SONY IMAGESOFT
PRICE: £39.99
REVIEWED: MT 27

Pretty poor conversion of a pretty good film. Guide Sylvester Stallone about the mountains through many different yet tedious stages.

MT RATING: 49%

DEVASTATOR

BY WOLFTEAM
PRICE: IMPORT ONLY
REVIEWED: MT 20

A robot-based platform shoot'em-up with flying sections bolted on. Basic, 'blast everything in sight' gameplay.

MT RATING: 62%

DOUBLE SWITCH

BY: SEGA
PRICE: £44.99
REVIEWED: MT 27

Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

MT RATING: 74%

DRACULA UNLEASHED

BY: VIACOM
PRICE: £44.99
REVIEWED: MT 27

Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

MT RATING: 62%

DRAGON'S LAIR

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

MT RATINGS: 85%

DUNE

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23

Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

MT RATING: 73%

ECCO CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 21

CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.

MT RATING: 92%

FINAL FIGHT CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 17

The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD – all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!

MT RATING: 94%

GROUND ZERO TEXAS

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

MT RATING: 85%

HOOK

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

MT RATING: 80%

JAGUAR XJ220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16

Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

MT RATING: 87%

JURASSIC PARK CD

BY: SEGA
PRICE: £39.95
REVIEWED: MT 26

Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-

putting, but the game itself is quite involved.
MT RATING: 79%

KRIS KROSS: MAKE MY VIDEO
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).
MT RATING: 80%

LETHAL ENFORCERS
BY KONAMI
PRICE: £74.99 (WITH ONE GUN)
REVIEWED: MT 22
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.
MT RATING: 80%

LUNAR THE SILVER STAR
BY: WORKING DESIGNS
PRICE: £39.95
REVIEWED: MT 27
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.
MT RATING: 82%

MAD DOG McCREE
BY: AMERICAN LASER GAMES
PRICE: £44.99
REVIEWED: MT 26
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joypad or Menacer to blast your way through the various scenes.
MT RATING 61%

MICROCOSM
BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 25
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.
MT RATING: 60%

NHLPA HOCKEY '94 CD
BY: EA
PRICE: £39.99
REVIEWED: MT 27
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this. Great value for money.
MT RATING: 91%

NIGHT TRAP
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 17
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.
MT RATING: 79%

PRINCE OF PERSIA
BY SEGA
PRICE: £44.99
REVIEWED: MT 10
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the luvly Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required. This CD version would have benefited from more levels.
MT RATING: 70%

PRIZE FIGHTER
BY: DIGITAL PICTURES
PRICE: £49.99
REVIEWED: MT 28
If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.
MT RATING: 62%

RACING ACES
BY: SEGA
PRICE: £44.99
REVIEWED: MT 27
Surely this must be the worst game ever reviewed in MegaTech? It has nothing going for it whatsoever – even the box artwork is bad.
MT RATING: 8%

SECRET OF MONKEY ISLAND
BY: LUCASARTS
PRICE: £TBA
REVIEWED: MT 26
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.
MT RATING: 93%

SEWER SHARK
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.
MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE
BY SEGA
PRICE: £44.99
REVIEWED: MT 16
Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.
MT RATING: 79%

SHERLOCK HOLMES II
BY SEGA
PRICE: IMPORT
REVIEWED: MT 21
Same format as the first one, but the three cases are longer and the game comes on two CDs.
MT RATING: 84%

SCORE
SHIELD
AREA
01

SILPHEED
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.
MT RATING: 94%

SONIC CD
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes.
MT RATING: 94%

SPIDERMAN VS KINGPIN
BY SEGA
PRICE: IMPORT
REVIEWED: MT 24
Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.
MT RATING: 84%

TERMINATOR CD
BY: VIRGIN
PRICE: £49.99
REVIEWED: MT 26
The cart-based game wasn't really as good as everyone first thought, but it sure was a lot better than this effort. The FMV is taken from the film, but you can't tell because it looks so appalling. All you do is run around shooting robots which gets quite tiresome.
MT RATING: 69%

THUNDERHAWK
BY CORE DESIGN
PRICE: £44.99
REVIEWED: MT 22
The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, with a raucous rock soundtrack to boot. A real 'must have' for Mega-CD owners.
MT RATING: 91%

WOLFCHILD
BY SEGA
PRICE: £39.99
REVIEWED: MT 16
A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.
MT RATING: 82%

WONDER DOG
BY JVC
PRICE: £39.99
REVIEWED: MT 12
Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but a bit easy to beat.
MT RATING: 82%

WWF RAGE IN THE CAGE
BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 26
Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.
MT RATING: 72%

MEGA DRIVE GAMES

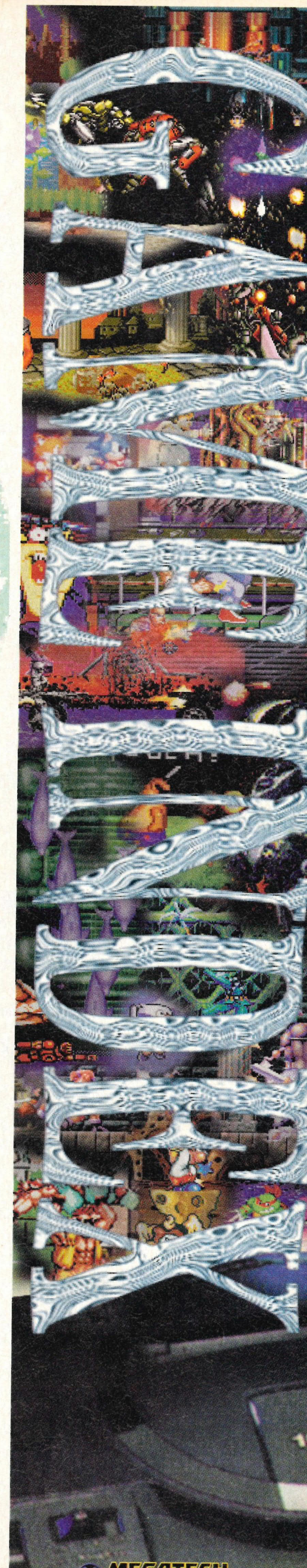
If you're after a game for Sega's 16-bitter, these are the top titles to look out for!

➲ A

AEROBIZ
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 21
An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!
MT RATING: 90%

ALADDIN
BY: SEGA
PRICE: £44.99
REVIEWED: MT 23
Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.
MT RATING: 90%

ALIEN 3
BY ARENA
PRICE: £39.99
REVIEWED: MT 9
Nothing like the film of the same name, this game puts you in



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BATTERY BACK-UP 8 MEG
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F1
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'Smooth, exciting and very fast - the best racing game available' Sega Force Mega
DOMARK Champions of Sport
16-BIT CARTRIDGE
Featuring HEAD to HEAD

Domark is still riding high on the success of its incredibly superb F1 racing game and to continue the celebrations Domark has given us an amazing model of a Formula One car as a prize. The car is emblazoned with the Domark logo and is about five inches in length, and believe me it looks dead smart! Also, we've got some groovy Domark T-shirts to give away as well.

Just think, if you reply to this competition quick enough you could soon be crawling around on your bedroom floor with the car making "broom, broom" noises and being careful not to get any of the shag pile caught in the wheels, while wearing an incredibly swanky T-shirt. Coo!

To win couldn't be simpler. All you have to do is tell us who won the 1993 Formula One Grand Prix.

Send your answers in on a postcard or back of a sealed envelope to:

Mind Where You're Sticking That Gear Stick,
MEGATECH,
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Oxford,
OX1 1JH.

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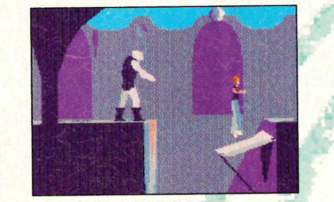
control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.
MT RATING: 94%



ANOTHER WORLD
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 14
A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.
MT RATING: 86%

ART OF FIGHTING
BY: SEGA
PRICE: £44.99
REVIEWED: MT 28
A completely unoriginal beat'em-up game that 'borrows' heavily from other favourites. Competent but poor sound, awkward sprites and no challenge leave it lagging behind similar games.
MT RATING: 65%

ATOMIC RUNNER
BY: SEGA
PRICE: £39.99
REVIEWED: MT 10
Bizarre blend of platform and shoot'em-up action – leaping and blasting through alien-infested levels is the order of the day – although the main sprite's a bit weedy.
MT RATING: 80%

AWESOME POSSUM
BY: TENGEN
PRICE: £39.99
REVIEWED: MT 26
Tons of speech make this game seem good at first, but the gameplay soon shoots it in the foot. Run a bit, jump a bit, then run a bit more. It tries to be 'green' with lots of environmental questions for you to answer, but unfortunately this only serves to make it even tackier than ever.
MT RATING: 49%

AYRTON SENNA'S SUPER MONACO GP 2
BY: SEGA
PRICE: £49.99
REVIEWED: MT 6
Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.
MT RATING: 90%

B

BARKLEY: SHUT UP AND JAM
BY: ACCOLADE
PRICE: £44.99
REVIEWED: MT 27
Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous basketball player, but it is just an average game.
MT RATING: 70%

BATMAN RETURNS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.
MT RATING: 76%

ONLY HER LOVE FOR HER FATHER AND THE MAGICAL WORLD OF BOOKS KEEPS HER CONTENT.

BELLE'S QUEST
BY: ACCLAIM
PRICE: £39.95
REVIEWED: MT 26
In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.
MT RATING: 78%

BIO-HAZARD BATTLE
BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.
MT RATING: 88%

BLOCK OUT
BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: PRE-MEGATECH
A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.
MT RATING: 91%

BUBBA 'N' STIX
BY: CORE DESIGN
PRICE: £39.99
REVIEWED: MT 27
Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.
MT RATING: 83%

BULLS Vs LAKERS
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10
Probably the best of EA's basketball simulations, featuring all the American big-name players complete with their speciality moves. Good graphics and realistic simulation feel.
MT RATING: 80%

C

CASTLEVANIA
BY: KONAMI
PRICE: £44.99
REVIEWED: MT 26
The popular Nintendo series makes a welcome début on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family.
MT RATING: 83%

CHAKAN
BY: SEGA
PRICE: £39.99
REVIEWED: MT 15
Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.
MT RATING: 73%

CHESTER CHEETAH: WILD WILD QUEST
BY: KANEKO
PRICE: £39.99
REVIEWED: MT 28
One-player platform game starring the familiar cheesy character who advertises crisps. Throw in bad programming, bugs, garish graphics, flickery animation and no gameplay whatsoever, resulting in a very poor product indeed.
MT RATING: 21%

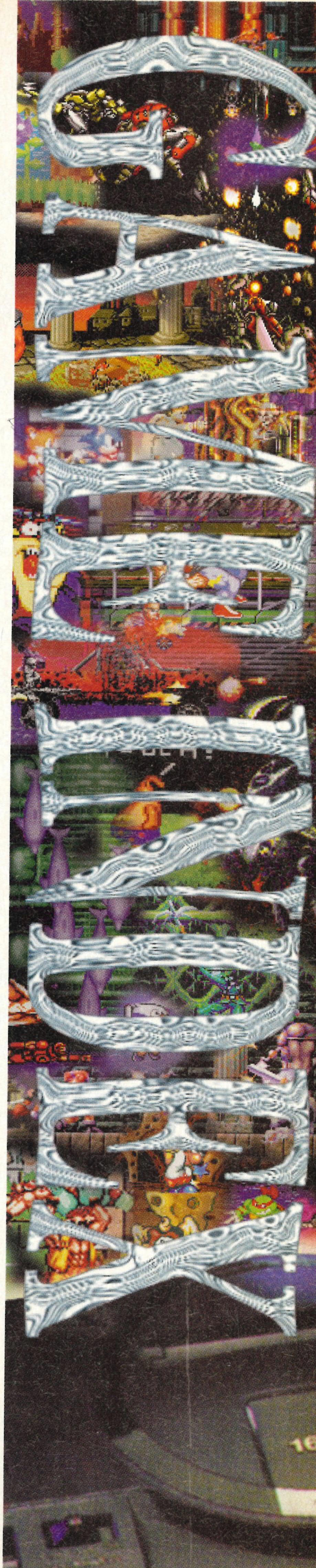
CHIKI-CHIKI BOYS
BY: CAPCOM
PRICE: £39.99
REVIEWED: MT 14
A conversion of the Mega-Twins coin-op in which two young lads go on a platform treasure hunt, swiping at cuddly monsters with their swords and magic weapons. Unfortunately, it lacks the arcade game's excellent two-player mode.
MT RATING: 80%

CHUCK ROCK II
BY: CORE
PRICE: £39.99
REVIEWED: MT 21
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.
MT RATING: 86%

CORPORATION
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 4
A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.
MT RATING: 87%

D

DAVID ROBINSON'S SUPREME COURT BASKETBALL



BY: SEGA
PRICE: £39.99
REVIEWED: MT 6

Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action.

MT RATING: 83%

DAVIS CUP TENNIS

BY: DOMARK
PRICE: £39.99
REVIEWED: MT19

The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.

MT RATING: 90%

DESERT STRIKE

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 3

Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.

MT RATING: 93%

DRAGON'S FURY

BY TENGEN
PRICE: £39.99
REVIEWED: MT 1

Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.

MT RATING: 91%

E

ECCO THE DOLPHIN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 13

Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

MT RATING: 94%

ETERNAL CHAMPIONS

BY: SEGA
PRICE: £59.99
REVIEWED: MT 25

Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.

MT RATING: 82%

EX-MUTANTS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12

A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere of the comic well, although the graphics are a bit cheesy.

MT RATING: 89%

F

F1 WORLD CHAMPIONSHIP

BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20

This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.

MT RATING: 94%

F22 INTERCEPTOR

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

The first Mega Drive 'flight simulator' is a pretty simple air combat game in which you first have to train, before being sent on lots of basic missions to various parts of the world. It's fast, fun and simple to get to grips with, and there are loads of little missions to complete.

MT RATING: 88%

FIDO DIDO

BY: KANEKO
PRICE: £39.99
REVIEWED: MT 26

After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.

MT RATING: 82%

FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24

Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.

MT RATING: 92%

FLASHBACK

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 18

Scientist Conräd Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.

MT RATING: 94%

G

GAUNTLET 4

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22

The classic coin-op from the mid-'80s finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.

MT RATING: 94%

GHOSTBUSTERS

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.

MT RATING: 86%

GHOULS 'N' GHOSTS

BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH

Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.

MT RATING: 93%

GODS

BY: MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11

Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.

MT RATING: 89%

GOOFY'S HYSTERICAL HISTORY TOUR

BY: ABSOLUTE
PRICE: £39.99
REVIEWED: MT 28

12 levels of platform game in which you have to guide Goofy through a museum and get it cleaned up for tomorrow's exhibition. Unfortunately, Pete is after Goofy's job so he's going to make it harder for Goofy. Good plot, eh? Due to it being a Disney game, full advantage has not been taken of the slick, professional graphics to show the death of Goofy. Real shame.

MT RATING: 34%

GUNSTAR HEROES

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21

Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality.

MT RATING: 95%

GYNOUG

BY: SEGA
PRICE: £39.99
REVIEWED: MT 5

Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.

MT RATING: 91%

H

HIGH SEAS HAVOC

BY: DATA EAST
PRICE: £39.99
REVIEWED: MT 28

Fun on the high seas in a very frustrating two-player platform game with four skill settings and 13 levels. Just when you think it won't get any worse, it'll disappoint you. Pretty bog-standard.

MT RATING: 38%

HYPERDUNK

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 27

Fun basketball game where you can pull off some truly stupendous shots. Great with a Sega Tap – get your mates round and plug this in for a few laughs.

MT RATING: 68%

I

INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19

This Kick-Off-esque Rugby simulation allows you to play in the big three international Rugby

TREAT YOUR CD TO A COPY OF SONY'S GROUND ZERO TEXAS

SEP
SEGA CD
TEXAS DMV
GROUND-ZERO
TEXAS

Sony's recently released CD title Ground Zero Texas shattered sales records and proved to be a bit of a stormer when launched a couple of months back. The people at Sony are now on a bit of a high and they thought it would be really smart if they gave us a few copies of the game to give away in a compo. If you haven't got a CD player then I'm afraid you're going to lose out here, but for those of you with CD units you are in for one hell of a game – did you know that the game cost a mere $3 million to make and comes on not one, but TWO discs?! It's an interactive movie in the way that Mad Dog McCree is, but if we're really honest this kicks the crap out of Mad Dog!

As the prize is rather nifty, I'm afraid you're going to have to answer a question if you want to win a copy – don't worry though, it's not that tough. All we want to know is, what song did Scottish rock group Texas have a hit with a couple of years back. Was it:

A: I don't want a lover
B: I don't want gravy with my chips
C: I don't want you picking your nose while I eat this mint choc-chip ice-cream, thank you very much Mrs Miggins

If you can work it out (it had our Lloyd perplexed for minutes!), send your answers in on a postcard or sealed envelope to:

Oxford Chainsaw Massacre,
MEGATECH,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

SONY
IMAGESOFT

Union tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.

MT RATING: 75%

J

J-LEAGUE PRO-STRIKER

BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19

J-League Pro-Striker is a Japanese import, but until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese League, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!

MT RATING: 93%

JOHN MADDEN '92
BY: ELECTRONIC ARTS

PRICE: £39.99
REVIEWED: MT 1

Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

MT RATING: 88%

JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay of JM '94 are inferior to those of the previous two versions.

MT RATING: 84%

K

KLAX

BY TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH

This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

MT RATING: 85%

L

THE
LAND STALKER

LANDSTALKER

BY: SEGA
PRICE: £39.99
REVIEWED: MT 23

The Mega Drive's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff – basically it's excellent.

MT RATING: 93%

LEMMINGS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

MT RATING: 92%

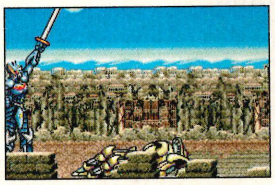
LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

MT RATING: 85%

M



MAZIN WAR

BY SEGA
PRICE: £39.99
REVIEWED: MT 18

Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

MT RATING: 90%

MEGA-lo-MANIA

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

MT RATING: 92%

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

MT RATING: 81%

MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH

The notorious Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-esque monsters. It's very playable, but a bit easy to complete.

MT RATING: 84%

MICRO MACHINES

BY: CODEMASTERS
PRICE: £34.99
REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

MT RATING: 92%

MIDNIGHT RESISTANCE

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Commandoes-on-platforms blasting action in this arcade conversion. Lots of add-on weapons and bad guys to use them on. You have a good level of control over your bloke, but the game doesn't have the arcade game's two-player mode.

MT RATING: 85%

BATTLE 3
VS
NEW CHAMP
CHAMP
KOMBAT ZONE:
WARRIOR SHRINE

MORTAL KOMBAT

BY: ACCLAIM
PRICE: £49.99
REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

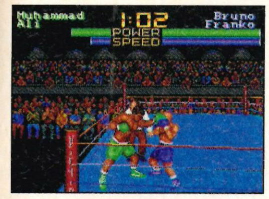
MT RATING: 90%

MUHAMMAD ALI BOXING

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing simulation in which you can help the legendary Ali recapture his title by beating off nine other heavyweight challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the right-there-in-the-ring atmosphere better than any other boxing game.

MT RATING: 92%



MUTANT LEAGUE HOCKEY
BY: EA
PRICE: £44.99
REVIEWED: MT 27
Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

MT RATING: 78%

N

NBA JAM
BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 27
Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

MT RATING: 86%

NBA SHOWDOWN
BY: EA
PRICE: £49.99
REVIEWED: MT 27
Accurate basketball game that is perhaps too accurate for its own good because it seems the fun factor has been ignored. For basketball enthusiasts only.

MT RATING: 38%

NHLPA HOCKEY '93
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10
Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.

MT RATING: 89%

NHL HOCKEY '94
BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 22
Electronic Arts' latest hockey update features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.

MT RATING: 90%

NORMY'S BEACH BABE-O-RAMA
BY: EA
PRICE: £44.99
REVIEWED: MT 27
Terrible platform game from the programming team that bought us ToeJam and Earl. Mind-numbingly tedious action as you guide Normy through time and to Hell and back.

MT RATING: 38%

P

PGA EUROPEAN TOUR GOLF
BY: EA
PRICE: £44.99
REVIEWED: MT 27
The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.

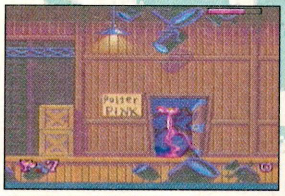
MT RATING: 90%

PGA TOUR GOLF 2
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13
Seven 3D courses based on real-life PGA Tour venues are the settings for this prime golf simulation. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.

MT RATING: 94%

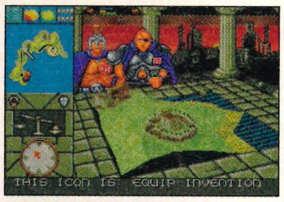
PHANTASY STAR III
BY: SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH
Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.

MT RATING: 89%



PINK PANTHER GOES TO HOLLYWOOD
BY: TECMAGIK
PRICE: £39.99
REVIEWED: MT 28
The Pink Panther and Inspector Clouseau are the predictable stars of this rather dull platform game that takes you through various Hollywood sound stages and a variety of different sets. Graphics are and uninspired and the only saving grace is thegreat rendition of the Pink Panther theme.

MT RATING: 43%



POWERMONGER
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 14
Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.

MT RATING: 81%

PRINCE OF PERSIA
BY: DOMARK
PRICE: £39.99
REVIEWED: MT 27
Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.

MT RATING: 82%

PUGGSY
BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 21
Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.

MT RATING: 90%

Q

QUACKSHOT
BY: SEGA
PRICE: £39.99
REVIEWED: MT 1
Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.

MT RATING: 82%

R

RANGER X
BY: SEGA
PRICE: £39.99
REVIEWED: MT 19
A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the common herd of shooters.

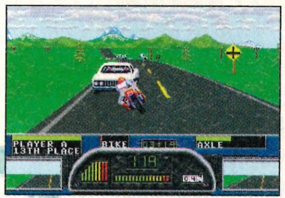
MT RATING: 94%

RAMPART
BY: TENGEN
PRICE: IMPORT
REVIEWED: MT 13
Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.

MT RATING: 90%

REN & STIMPY PRESENT STIMPY'S INVASION
BY: SEGA
PRICE: £44.99
REVIEWED: MT 27
A very funny game based on the famous TV series. It's good for a laugh, but there is no real challenge and it is far too small.

MT RATING: 45%



ROAD RASH 2
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.

MT RATING: 89%

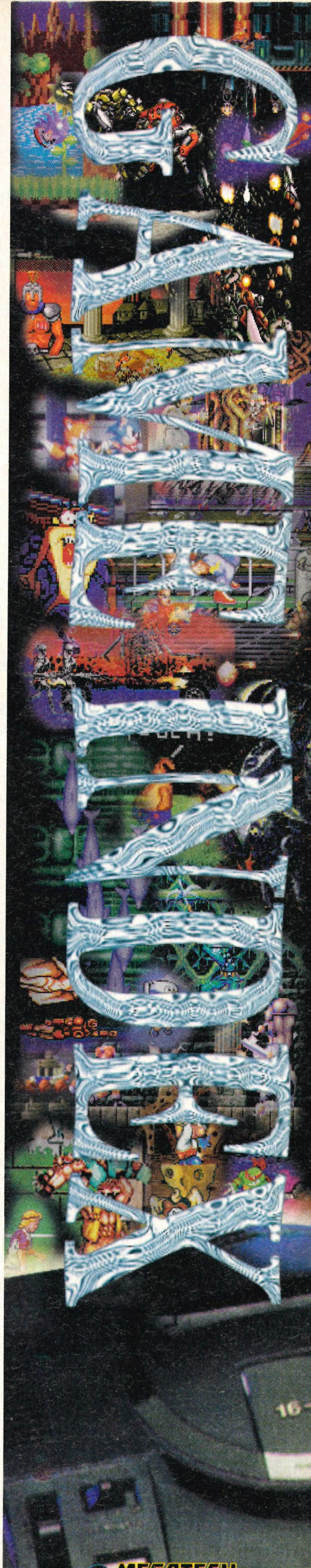
ROAR OF THE BEAST
BY: SUNSOFT
PRICE: £39.95
REVIEWED: MT 26
This is the blokes' version of the two Beauty and the Beast games (see also Belle's Quest), which naturally means it has got lots of fighting and general macho hardness in it. It also means that the game is very repetitive and boring.

MT RATING: 40%

ROBOCOD
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters as only an exceptionally gifted fish can.

MT RATING: 85%

ROBOCOP VS TERMINATOR
BY: VIRGIN
PRICE: TBA
REVIEWED: MT 24
Loads of weapons, loads of shooting and loads of violence as



MAX overload!
1st ISSUE
Oh NO! It's the... Lemmings
COMICS!
NEWS! Sega's GENESIS CDX! SONIC 3! MARIO LAND 3!
CHEATS!
REVIEWS! SECRET OF MANA, YOUNG MERLIN, LOST VIKINGS
PRIZES! Win TOEJAM & EARL 2
They're cute, They're cuddly, They're KILLING themselves!!
funked-up fun with ToeJam & Earl
Life's a Beach for Greendog
stoneage stupidity with Chuck Rock

CATCH UP ON SOME READING WITH MAXIMUM OVERLOAD

A while back Dark Horse comics launched a wild and wacky magazine called Maximum Overload featuring some excellent cartoon strips based on well-known characters like the Lemmings, Chuck Rock, Greendog and ToeJam & Earl. You may have seen it in your local newsagents, but if you haven't (we've had quite a few letters asking us where you can get the mag from) we have got quite a few copies here in the office to dish out to whoever wants one. Not only does the mag have some brilliant cartoon strips in it, but a whole host of Lemmings stickers adorn the front cover as well – now surely that's worth the price of a first-class stamp!

If you would like a copy of Maximum Overload, write in to us telling us your name and address and then at the end of the month we'll put all the entries in to a big box (or Lloyd's trousers if he's feeling particularly friendly!) and pick out the lucky recipients. Simple.

Send your entry to:
Cor You Don't 'Arf Pen and Ink!,
MEGATECH,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for any prospective serial killers out there.

MT RATING: 90%

ROCKET KNIGHT ADVENTURES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 20

Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. Looks excellent, with lots of big bosses and original, inventive levels, although it's a bit easy.

MT RATING: 85%

X 01
00005100

ROLO TO THE RESCUE

BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 14

From the creators of James Pond comes yet another cutesy platform game. This one stars a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. Rolo has to recruit the freed bunnies, squirrels, etc and use their varied skills to help him find the keys and bits of map. Its simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.

MT RATING: 89%

ROLLING THUNDER 2

BY: SEGA
PRICE: £39.99
REVIEWED: MT 17

Someone is blocking satellite communications and it's up to top secret agents codenamed Albatross (player one) and Leila (player two) to find who is at the bottom of the plot and eliminate them. This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.

MT RATING: 89%

SENSIBLE SOCCER

BY: SONY
PRICE: £39.99
REVIEWED: MT 24

Sensible Software's classic football simulation finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.

MT RATING: 80%

SHINOBI III

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21

Joe Mushashi's third visit to the Mega Drive produces one of the best MD action titles around! Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans – there's even a horseback section and a level where Joe takes to a rocket-powered surfboard in order to take on his arch-enemies, the Zeed.

MT RATING: 93%

SKITCHIN'

BY: EA
PRICE: £39.99
REVIEWED: MT 27

Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.

MT RATING: 83%

SOLDIERS OF FORTUNE

BY: SPECTRUM HOLOBYTE
PRICE: £39.99
REVIEWED: MT 28

Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.

MT RATING: 92%

SONIC THE HEDGEHOG

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

If you don't know about this already, WAKE UP!!!.

MT RATING: 83%

SONIC 2

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! It's a bit easy to complete, though definitely not as easy as the first game.

MT RATING: 95%

SCORE 700
TIME 0:48
RINGS 44
SONIC

SONIC 3

BY: SEGA
PRICE: £39.99
REVIEWED: MT 27

Surprise, surprise, it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character called Knuckles. The best one of the series so far.

MT RATING: 93%

SONIC SPINBALL

BY: SEGA
PRICE: £49.99
REVIEWED: MT 24

Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. However, there's not really enough there to warrant the asking price.

MT RATING: 86%

SPIDERMAN

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

The nasty King Pin has planted a bomb under New York and blamed your friendly neighbourhood Spiderman! As Spidy, you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys and a fair few Marvel super-villains in the one game that really makes good use of the character. Loads of challenging levels, excellent fun.

MT RATING: 91%

STAR CONTROL

BY: ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH

It's up to you to take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player Mega Drive games ever. Learning the tactics and using the wild weapons is great fun.

MT RATING: 90%

STREET FIGHTER II SCE

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23

After much controversy and a very long wait, this legendary game eventually arrived and delivered everything that was promised. 12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best Mega Drive beat'em-up to date. If you don't own a copy of this game then I advise you to get it now. Best with two six-button pads.

MT RATING: 90%

STREETS OF RAGE 2

BY: SEGA
PRICE: £44.99
REVIEWED: MT 13

Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. One or two players can brave the scrolling back alleys and bars to rescue their captured buddy from the clutches of an evil gangster and his many and varied cronies. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.

MT RATING: 94%

SUNSET RIDERS

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16

The only cowboy shoot'em-up on the

Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. This is excellent fun, but a bit short with only four levels available.

MT RATING: 87%

SUPER KICK OFF

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 15

Conversion of that seminal piece of soccer software. Loads of options for different tournaments, various weather conditions, strip colours – the lot. Plus you get real teams, British and Continental (although not real players, British or Continental). You can even save your teams and progress through championships onto battery-backed memory. Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment. £45 is a bit steep, isn't it?

MT RATING: 75%

SUPER OFF-ROAD

BY: ACCOLADE
PRICE: £34.99
REVIEWED: MT 6

Super Sprint-style race game in which you drive a little monster truck around bouncy courses in the pursuit of three computer opponents (though one can be another player) and prize money. The cash lets you upgrade your truck with new engine bits and so on.

MT RATING: 83%

T

TAZ-MANIA

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6

Another Saturday morning cartoon becomes a Mega Drive platform game. Taz (the Tasmanian Devil) has to whirl his way around the deserts, jungles and abandoned mines of the Tasmanian islands on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's one of the easiest Mega Drive games ever.

MT RATING: 82%

TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16

Much like the popular coin-op, this is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

TERMINATOR ONE:
CREDITS
TERMINATOR TWO:

TERMINATOR 2

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 13

This Terminator game is based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators marching out of the screen at you. Works with Sega's Menacer light gun to make it even more like the arcade game. Watch out – the third level is so hard it's mega-annoying!

MT RATING: 86%

THUNDERFORCE IV

BY: SEGA
PRICE: £39.99
REVIEWED: MT 9

More space shoot'em-up action in Thunderforce IV, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head and possibly into a low Earth orbit.

MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17

One of the best platform romps around – takes all the best bits from the genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though, despite its loveliness.

MT RATING: 94%

TOEJAM AND EARL

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

ToeJam and Earl are two 'spaced out' aliens who have crash-landed on a strange world of 20-odd levels arranged like floors in a department store. Lots of wacky noises, kooky graphics and the two-player option make the very basic gameplay fun.

MT RATING: 82%

TOEJAM AND EARL 2

BY: SEGA
PRICE: £49.99
REVIEWED: MT 25

ToeJam & Earl's second outing on the Mega Drive is a massive 16meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. The idea is to trap all the horrible humans who are causing havoc on Funkotron, but you can have loads of fun (on your own or, even better, co-operating with a friend) just exploring the wild and wonderful planet and meeting all TJ & E's funky friends. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

MT RATING: 91%

TOM AND JERRY

BY: SEGA
PRICE: £39.99
REVIEWED: MT 28

What should have been a classic beat'em-up game of cat and mouse failed to come across. If you're looking for real Tom and Jerry, give this a miss and go watch the older cartoons.

MT RATING: 42%

TWO CRUDE DUDES

BY: SEGA
PRICE: £34.99
REVIEWED: MT 5

One or two players can be the crude dudes – fat punks who have to fight through post-holocaust suburbia looking for the labs where sinister scientists are churning evil mutants out of their test tubes. Cartoony, comical beat'em-up action is the order of the day, with our two heroes grabbing anything they find (telephone poles, cars, tanks, each other) to club the opposition into submission. Great graphics, great fun, but dead easy.

MT RATING: 84%

U

UNCHARTED WATERS

BY: KOEI
PRICE: £44.99
REVIEWED: MT 26

Disappointing strategy game from the people who brought us the fantastic Aerobiz airport simulation game. Poor graphics and poor sound accompanies repetitive gameplay. Yawn-a-minute action all the way.

MT RATING: 65%

W

WINTER OLYMPICS

BY: US GOLD
PRICE: £49.99
REVIEWED: MT 26

One of the better multi-player sports sims, but it still isn't as good as it could have been. There are lots of events, some of which are really good fun, but single players will tire of it very quickly. A game for four players only.

MT RATING: 65%

WIZ 'N' LIZ

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 22

Manic and super-fast game where the aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay

MT RATING: 86%

WORLD OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12

Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. Definitely aimed at younger players.

MT RATING: 90%

WWF WRESTLEMANIA

BY: FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13

Recreates pretty well the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and successfully gets across the excitement of the 'real' thing.

MT RATING: 84%

Z

ZERO WING

BY: SEGA
PRICE: £19.99
REVIEWED: MT 5

Evil space pirates have attacked our space cruisers. Only one Zig space fighter escaped the conflagration and you're at the controls – so deal out some hot-laser treatment .Unfortunately, there are only three weapon types to play with, and the action isn't particularly varied.

MT RATING: 82%

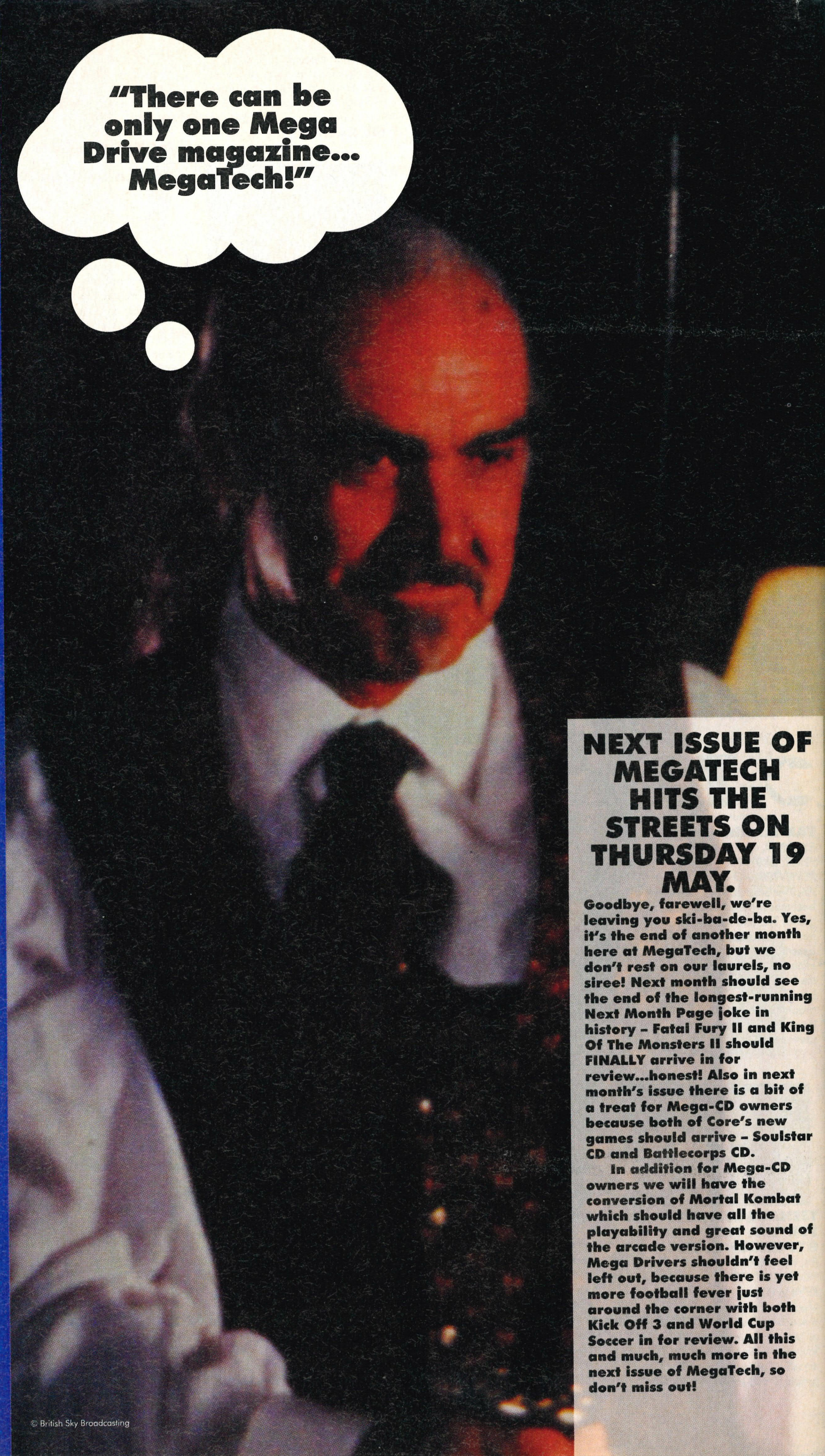
ZOMBIES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 22

Eek! Assorted B-movie baddies are running amok and it's your job to round up the civilians before heading for the next stage. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect as you go.

MT RATING: 90%

NEXT MONTH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NEXT ISSUE OF MEGATECH HITS THE STREETS ON THURSDAY 19 MAY.

Goodbye, farewell, we're leaving you ski-ba-de-ba. Yes, it's the end of another month here at MegaTech, but we don't rest on our laurels, no siree! Next month should see the end of the longest-running Next Month Page joke in history – Fatal Fury II and King Of The Monsters II should FINALLY arrive in for review...honest! Also in next month's issue there is a bit of a treat for Mega-CD owners because both of Core's new games should arrive – Soulstar CD and Battlecorps CD.

In addition for Mega-CD owners we will have the conversion of Mortal Kombat which should have all the playability and great sound of the arcade version. However, Mega Drivers shouldn't feel left out, because there is yet more football fever just around the corner with both Kick Off 3 and World Cup Soccer in for review. All this and much, much more in the next issue of MegaTech, so don't miss out!

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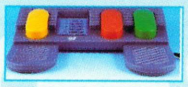

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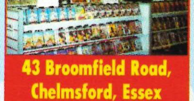

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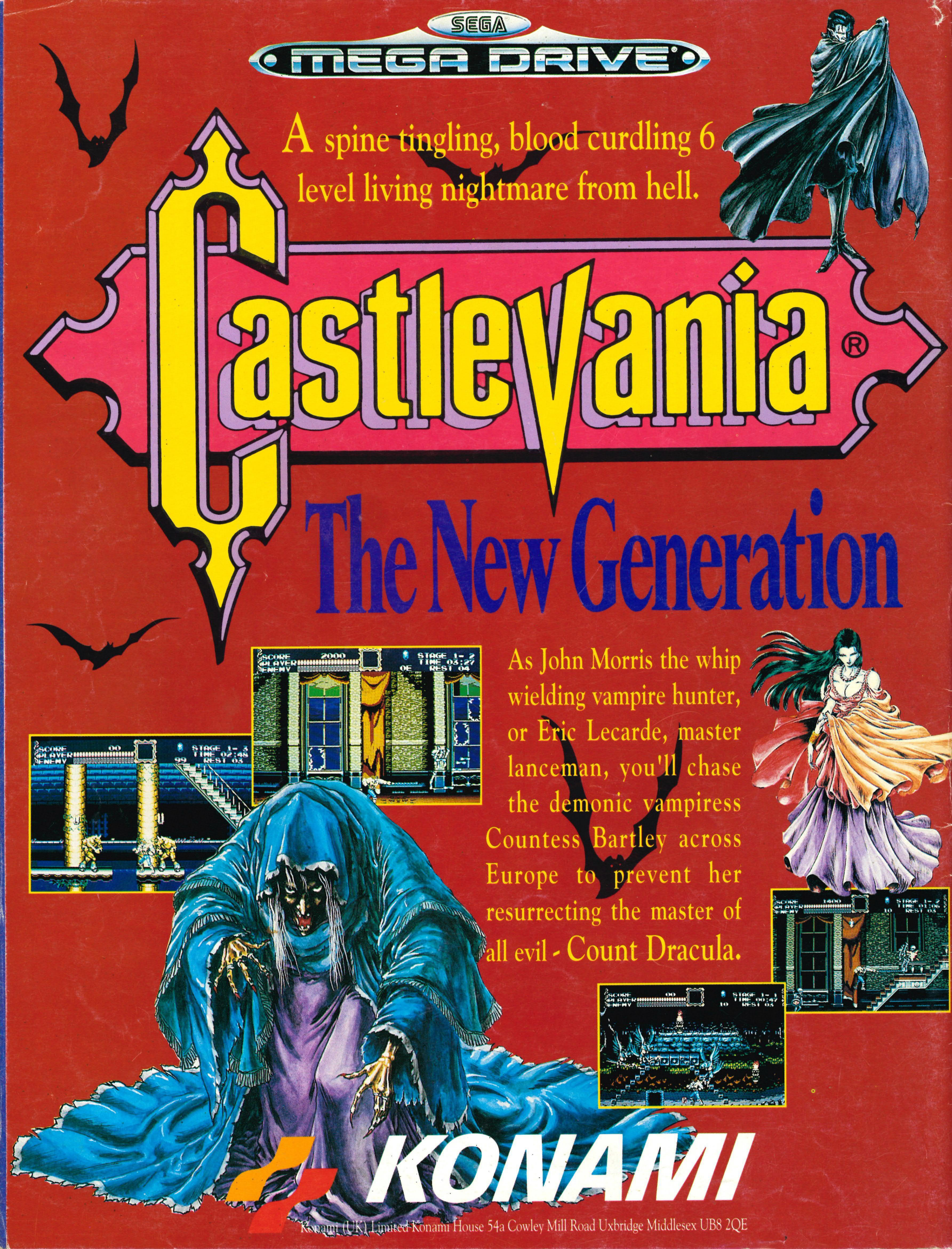

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